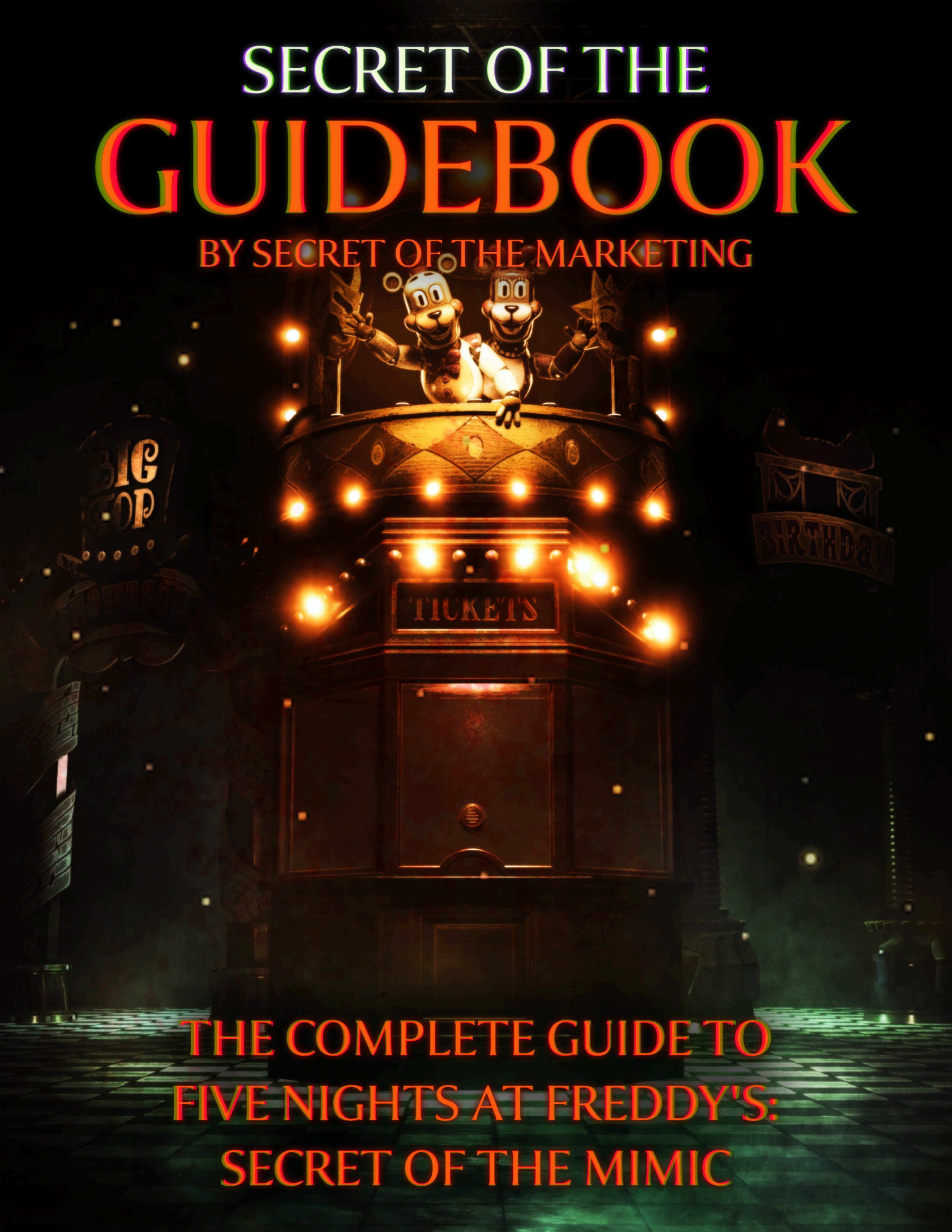
SECRET OF THE
GUIDEBOOK

BY SECRET OF THE MARKETING


BIG TOP
TICKETS
BIRTHDAY

THE COMPLETE GUIDE TO FIVE NIGHTS AT FREDDY'S: SECRET OF THE MIMIC

To see the future, sometimes you need to understand the past.

Released on June 13th 2025, *Five Nights at Freddy's: Secret of the Mimic* is the 11th mainline entry in the *Five Nights at Freddy's* franchise. Set in 1979, it follows the story of a technician named Arnold as he journeys through the abandoned Murray's Costume Manor in order to shut down and retrieve its founders’ most dangerous creation.

While the game has been out for several months, public documentation on the game remains scarce, and many of its secrets remain hidden to the average player. In the wake of this, we have decided to create our own guide, compiled from in-game experience, technical research, and a collective theory crafting effort.

The following guide aims to break down everything there is to know about *Secret of the Mimic* - from a complete walkthrough, all achievements, a comprehensive character guide, and much more, this document will be a community-led, one stop shop for everything *Secret of the Mimic*.

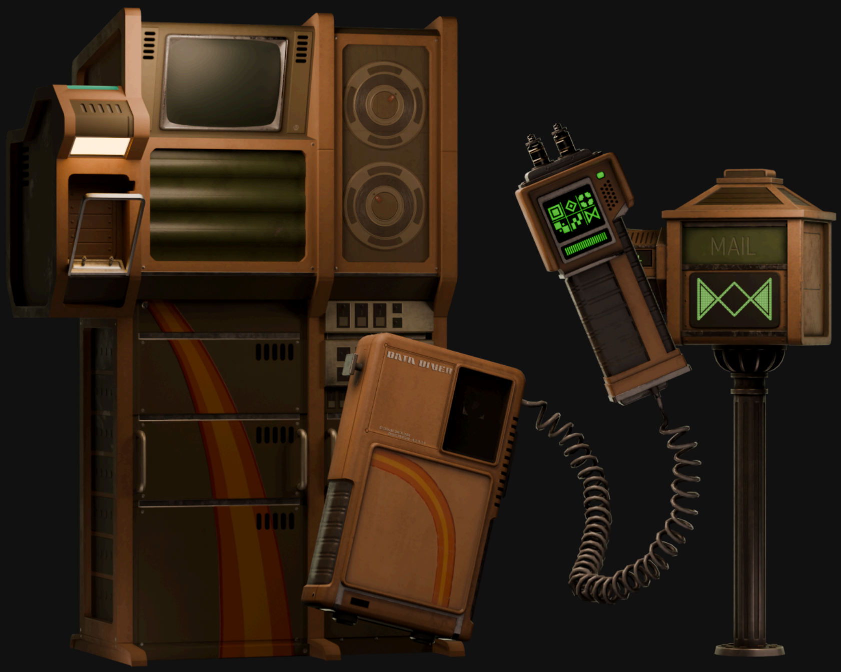
Without further ado - let us open up the door, and welcome you into the world of Murray's Costume Manor. Enjoy your stay - for who knows if you'll ever want to leave?

50shadesof_gabe, artdstuf, Legeend28, vhs_star, t_tPhantom, Real_Freezie1, bweemic (Collectively, “Secret of the Marketing”)

PUZZLES & MECHANICS

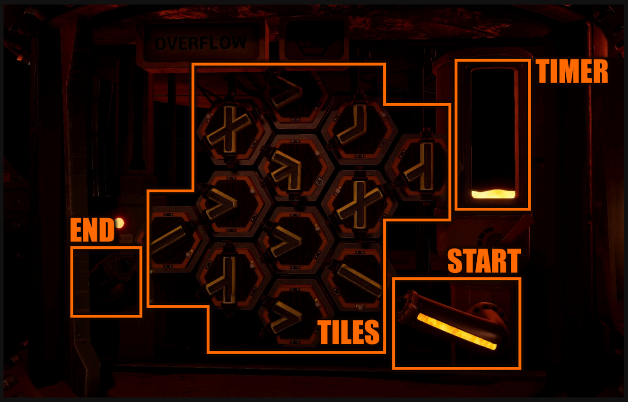
Data Diver

The Data Diver is your key to the entire MCM Facility, able to access Terminals, Mail Boxes, and doors (with proper clearance). Upgrade Stations can be found which alter the Data Diver with higher level access, allowing the player to access other areas throughout the Manor.



Conduit Puzzles

Conduit Puzzles are used to restore power to certain sections of the MCM Facility. These puzzles are segmented into 4 parts; the Start/End nozzle, tube tiles, and the timer. An additional valve below the timer can be activated to complete the puzzle early.



To complete these puzzles, you must turn the tiles to create a path from beginning to end before the timer is up. Failure to do so will create an Overflow, forcing you to retry the puzzle entirely.

Occasionally, tiles may be missing from the conduit, preventing you from activating the puzzle. In this instance, all tiles must be found in order to complete the conduit.

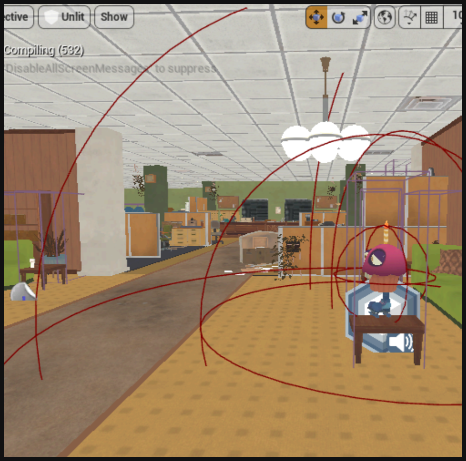
Noisemakers

Several noisemakers can be found throughout MCM. Once active, Mimic will actively seek out and ignore all subsequent alerts unless it is directly spotting the player or has finished investigating. Noisemakers can be broken down into three distinct categories:

Collectible Distractions; Wind-Up Rats can be collected and transported anywhere within the facility. Rats are typically found in marked crates. To activate, simply hold the interact button, aim, and throw. Wind-up times have no effect.

Activated Distractions; Strategically placed distractions with a bright red switch can be activated to lure Mimic towards a specific location. Though button-activated distractions are more common, certain areas may use red levers instead.

Proximity Distractions; These noisemakers are strategically placed throughout the facility as obstacles, often forcing the player into uncomfortable circumstances to avoid detection. Mannequins and hanging chains require direct contact in order to activate, while Mr. Cupcake activates from further away. Consequently, Mr. Cupcake will jumpscare the player upon direct contact.



```
Compiling (532)
DisableAllScreenMessages' to suppress
```

Environmental Puzzles

Several puzzles are seamlessly integrated into the MCM environments.

Door Codes: Several doors throughout the MCM Facility can be unlocked with a simple keypad code. Codes are found through nearby security monitors throughout the facility, cycling through its system of pre-rendered pictures. The cycle always starts in the room with the keypad.

Elevator Repair: The elevators throughout MCM can be quite finicky, often forcing the player into a repair minigame. These puzzles are quite simple, often only requiring the player to obey Fiona’s instructions.

Crane Game: Cranes are activated and controlled via terminals, allowing the player to rearrange platforms to form a bridge from one location to another.

Carnival Games

Several Carnival Games can be found and completed throughout the MCM Facility including Smack-a-Clown and the Shooting Gallery.

Smack-a-Clown is a Ball Toss minigame where the goal is to knock out all 8 teeth on 3 rotating clown murals. You're given 30 seconds per face and an unlimited supply of bright yellow balls. Certain ball toss games can lead to secret areas hidden behind the Clown's teeth.

Shooting Galleries are reused several times throughout the game and come in a variety of styles including Standard, Space, Western, and the Puppet Theater itself. Targets can be shot with a ball gun, and points are often awarded based on target distance.

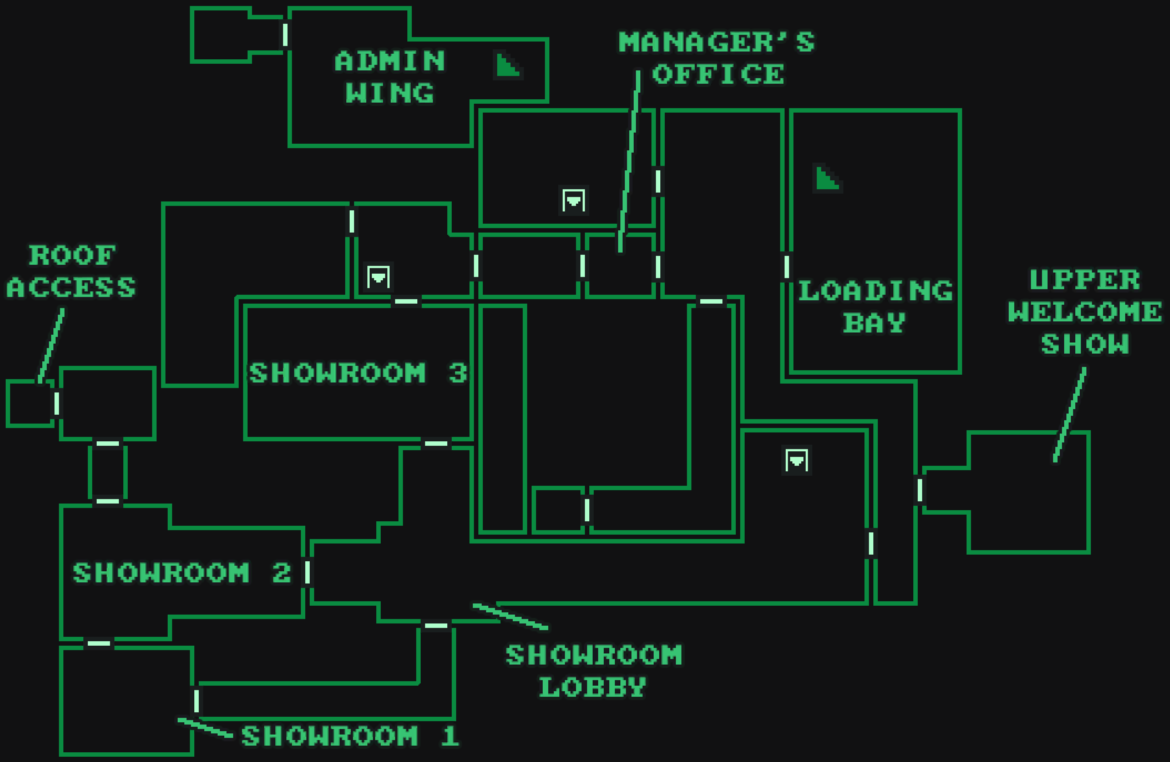
TIMER
00:00
SCORE
000
HIGH SCORE
START GAME

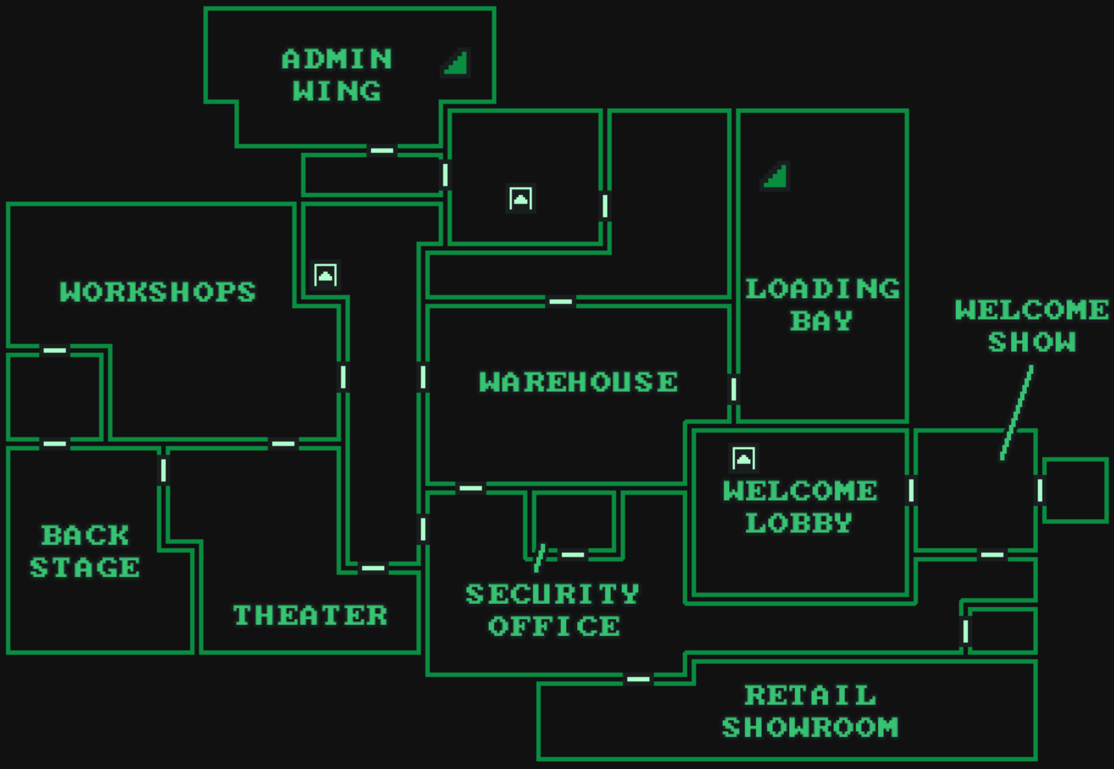
Hiding Spots

Several spots throughout MCM can provide cover for the player at the cost of limited visibility and distorted audio. Lockers and closets are the most common form of hiding places.

Though used primarily in the Workshops and R&D, Springlock suits allow the player to wander at a snail's pace completely undetected with limited interaction. Unlike the Prototype Springlocks down in R&D, the Captain’s suit comes equipped with an additional Ball Blaster, used in the Puppet Theater minigame.

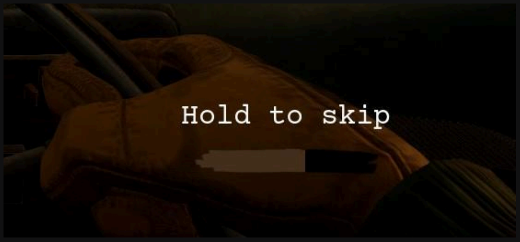
MAP OF THE MANOR


ADMIN WING
MANAGER'S OFFICE
ROOF ACCESS
SHOWROOM 3
LOADING BAY
UPPER WELCOME SHOW
SHOWROOM 2
SHOWROOM LOBBY
SHOWROOM 1


ADMIN WING
WORKSHOPS
LOADING BAY
WELCOME SHOW
WAREHOUSE
BACK STAGE
THEATER
WELCOME LOBBY
SECURITY OFFICE
RETAIL SHOWROOM

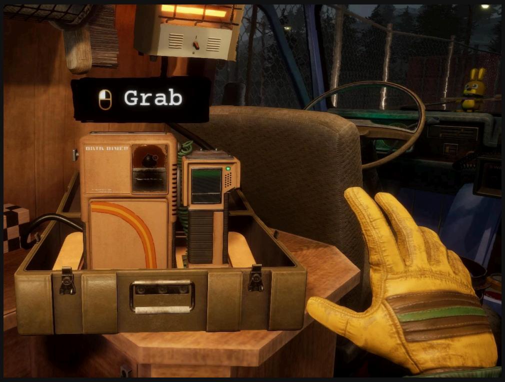
SECURITY

Secret of the Mimic opens with a cutscene from our guide, Dispatch, debriefing Arnold on his upcoming shift for Fazbear Entertainment (Feel free to skip this cutscene by holding "Space" on your keyboard). Arnold - who has worked 36 consecutive hours thus far under threat of a docked pay and repossessed truck - is left with no choice but to accept the job.



Dispatch introduces us to Edwin Murray - a Fazbear Entertainment contractor who was brought on as part of their upcoming restaurant expansion. After mysteriously going off the grid, any and all assets belonging to Edwin now legally belong to Fazbear Entertainment per his contract, all of which Arnold is now tasked to retrieve.

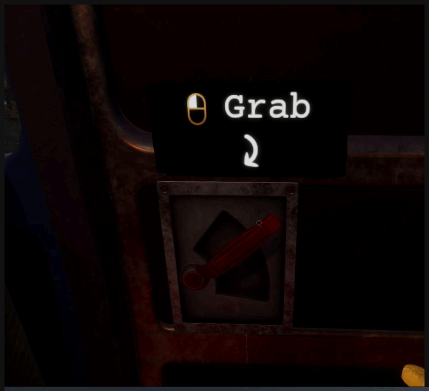
Arriving at MCM, Dispatch informs Arnold that a company-issued Data Diver is currently in his possession. You can attain it by hovering your cursor over the Data Diver and left-clicking.

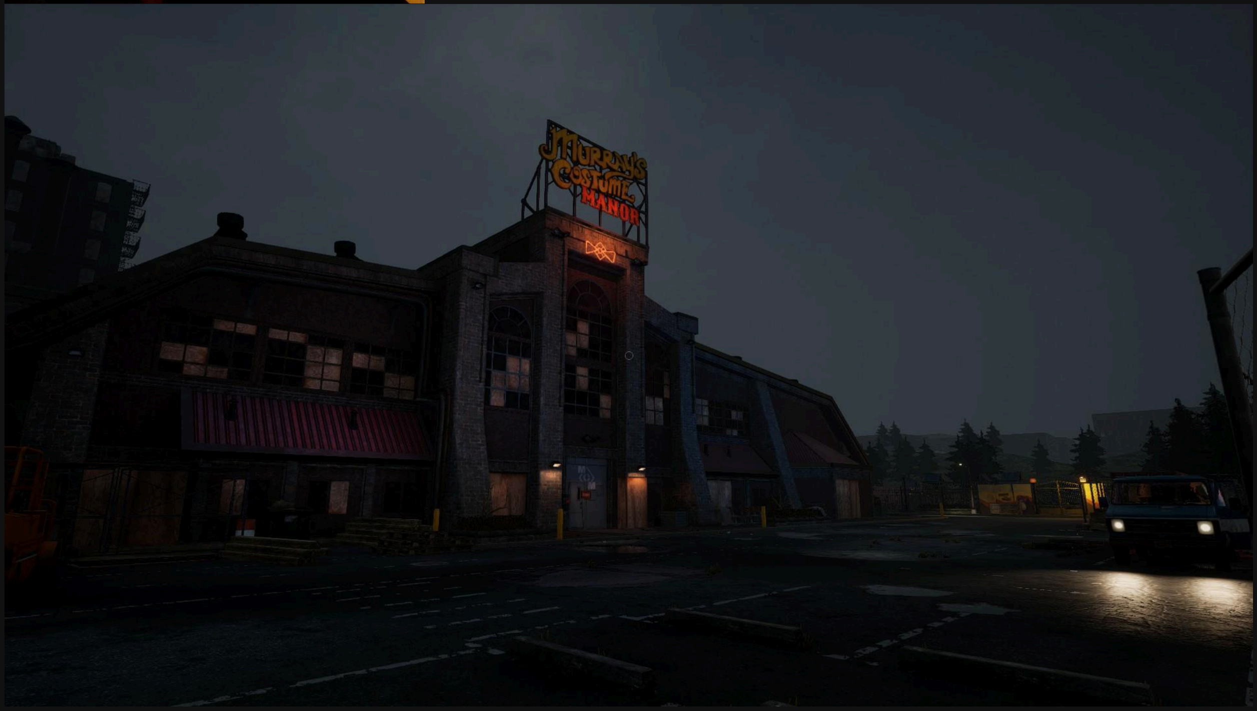


LOCKED OUT?
YOUR DATA DIVER
IS THE KEY!

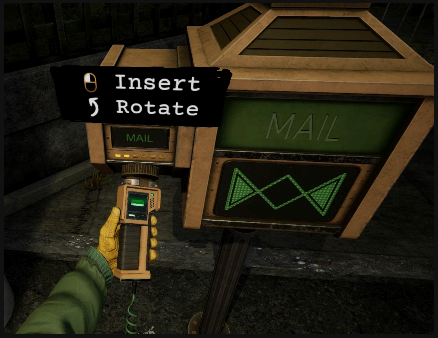
The Data Diver is able to access terminals, mailboxes, doors, and more scattered throughout the MCM Facility. Progression is made by upgrading your Data Diver's clearance level - Clearance levels are attained through Upgrade Machines throughout MCM.

After collecting the Data Diver, you're able to exit the van and begin your journey. Levers are controlled via mouse movement - click and hold the red lever before pulling down on your mouse. The van door will now open, revealing Murray's Costume Manor!



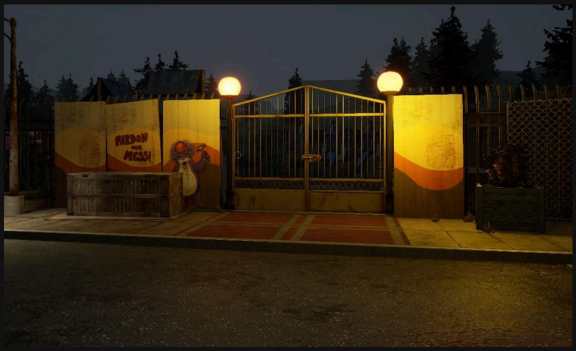


Before progressing inside, turn and walk to your left to discover a Mail Box! In order to collect the mail, insert your Data Diver into the machine before pushing your mouse left.

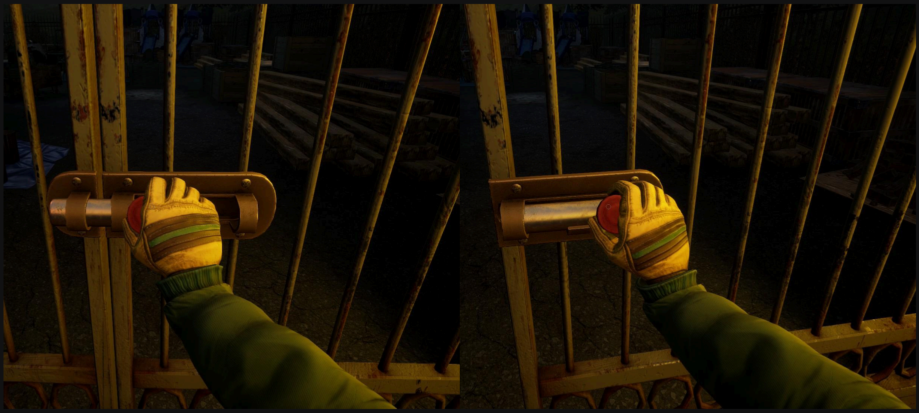


Collecting mail is essential to unlocking the "Mail Call," achievement. This message is missable, and cannot be collected again, so make sure to grab it before moving on!

Approaching the front door, we hear from Edwin Murray that the MCM Facility is currently closed, and we're instructed to find another way inside. Turning back, you'll find a gate illuminated by yellow lighting.

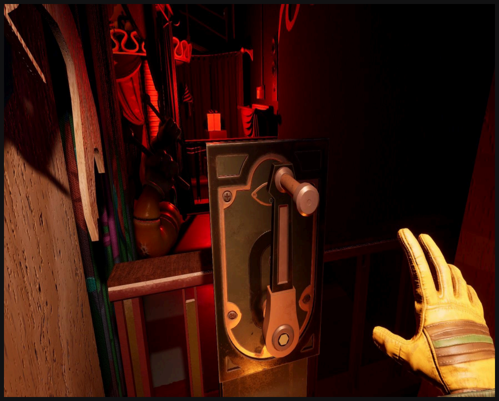


Similarly to the truck, this gate also features mouse controls. To unlock this door, interact with the lock, then push your mouse up and to the left.



Finish making your way through the construction yard until you find the side entrance, leading into the Welcome Show Waiting Lobby. After a greeting from Edwin, the doors open into the Welcome Show - a special animatronic performance to showcase all of the wonderful technology produced at MCM!

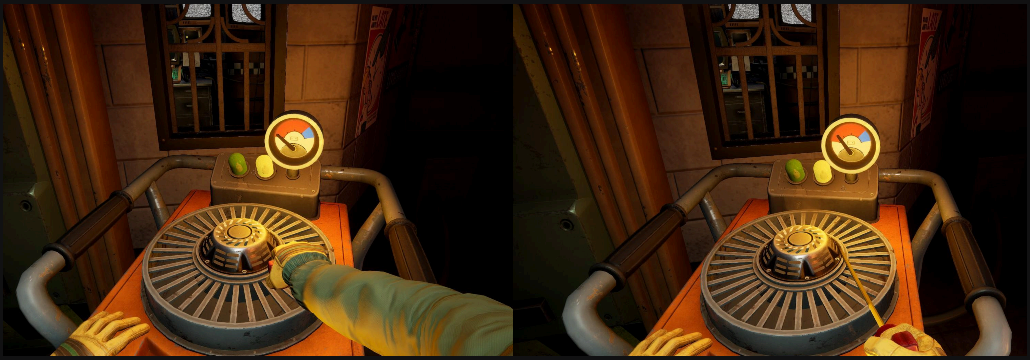
Near the end of the Welcome Show performance, a programming error will suddenly stop the show, flooding the room with red lights. Make your way up the staircase and find a Hand Crank next to Mr. Rocktapus. Click, hold, and move your mouse in a circular motion to wind up the lever.



Pushing past Rocktopus, you'll find a Security Door locked with Basic permissions. Similar to the Mail Boxes, insert your Data Diver, and move the mouse left.

Proceeding down the following hallway, you’ll come across the Security Office - your main hub for your stay at MCM. But before pushing on too far, there’s another Mail Box to collect! This Mail Box is found at the start of the hall.

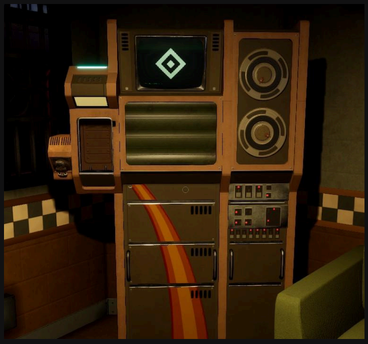
To enter the Security Office, you must activate the first of many Generators. To power on a generator, click and hold while “tugging” your mouse back. Too fast, and you won't generate power. Too slow, and the generator will lose energy. Familiarize yourself with this mechanic - you’ll be doing this a lot.



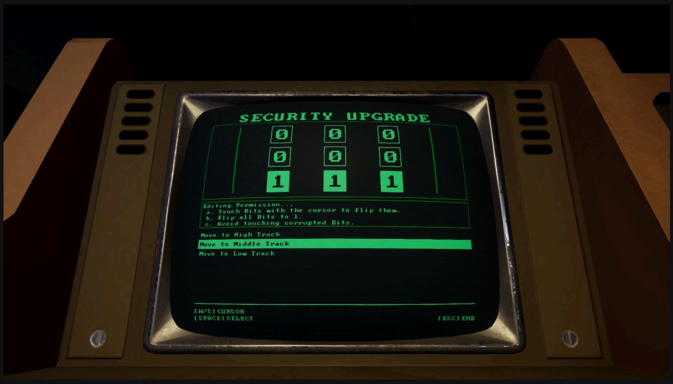
As you enter the Security Office, Dispatch will instruct you to press a flashing yellow button on a microphone. Now that you can’t turn back, Dispatch levels with you on your situation, and exactly what you’re here to retrieve - a prototype endoskeleton known as The Mimic, who can adapt to and become any character, also mimicking the persona of whatever costume it's wearing.

However, Dispatch admits this endoskeleton is far from docile, having encountered some “homicidal glitches” in its programming - and worse, it’s presumably still in the building with you. Dispatch recommends keeping quiet and avoiding the

Mimic at all costs, as a direct confrontation will most likely result in death (and loss of limbs).

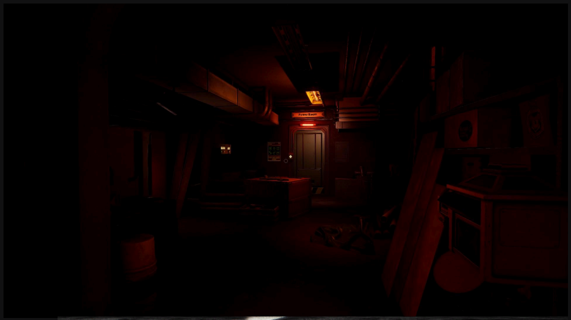


You'll then be instructed to restore power to this part of the facility - however, actually *leaving* the Security Office will require Security Clearance. Dispatch directs you to the Upgrade Terminal behind you, accessible via the Data Diver slot.



```
SECURITY UPGRADE

   0   0   0
   0   0   0
   1   1   1

Editing Permission...
 a. Touch Bits with the cursor to flip them.
 b. Flip all Bits to 1.
 c. Avoid touching corrupted Bits.
Move to High Track
Move to Middle Track
Move to Low Track

[W/S] CURSOR
[SPACE] SELECT                                  [ESC] END
```

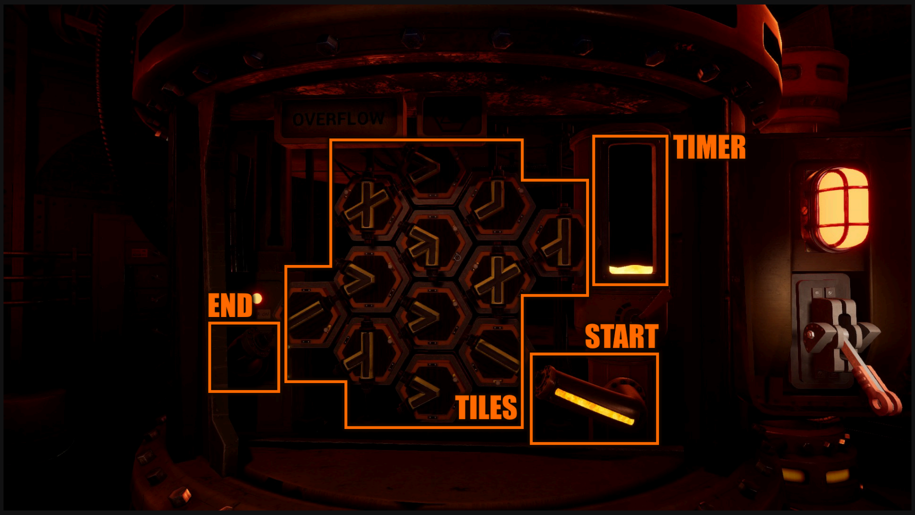
To upgrade your clearance, you must complete a small minigame. A cursor will glide across the screen - to control it, move between the High, Middle, and Low Tracks by selecting the corresponding option on screen. Keep in mind, you can only select a new track while the cursor is moving. The cursor will make two trips - upon reaching the end, all bits must be flipped to "1" in order to complete the minigame.



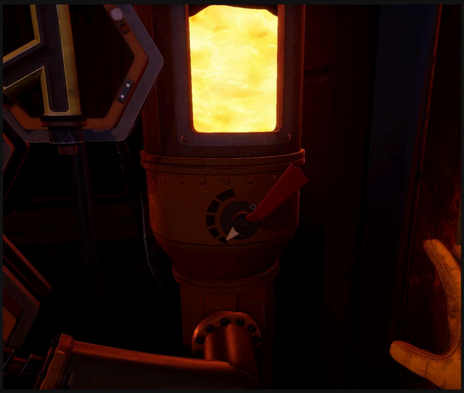
With the upgrade obtained, you now can exit the Security Office, and backtrack down the hallway until you find the Power Room. Along the way, you might notice that an Elephant Mascot once sat here is now missing, foreshadowing future events in the game.

Feeling stuck? The Security Cameras provide hints for where to go, secrets, and passcodes.

Inside the Power Room, you'll come across the first of many Conduit Puzzles. These are the most frequently used puzzles throughout the campaign, so familiarizing yourself with it is essential. The puzzle can be separated into 4 parts: The Start Nozzle, End Nozzle, Tube Tiles, and Timer.



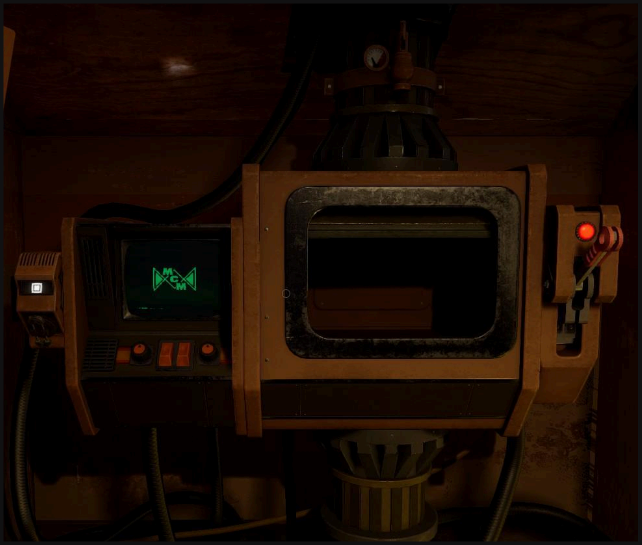
When the timer is up, molten metal will pass through the pipes, and if the puzzle is incomplete, will result in an "Overflow". To complete the puzzle, you can turn the tiles by holding down left click and rotating your mouse, similar to the Hand Crank. Redirect all tiles to form a path from the Start to End Nozzle. Once completed, turn the valve underneath the Timer to start the flow early.

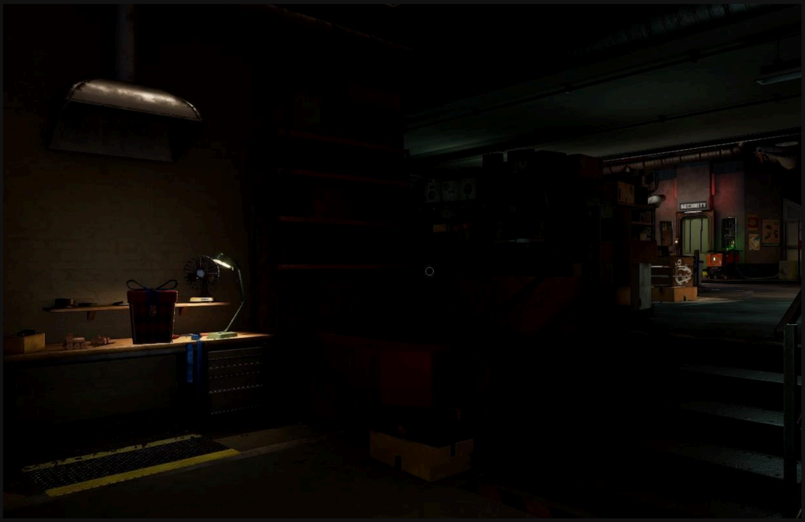


Not all conduit puzzles are the same. Some conduits will choose from a selection of pre-made setups. For this reason, we cannot post solutions for every Conduit Puzzle.

Once complete, head back to the Security Office for your next set of instructions.

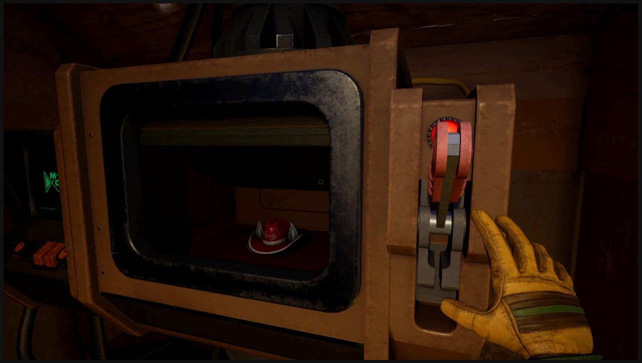
After returning to the office, Dispatch will inform you of the real reason you're here - to collect Edwin's original schematics for The Mimic. Fazbear believes that the Mimic Endoskeleton, in spite of its homicidal tendencies, could still prove useful. However, getting these schematics require Executive Permissions on your Data Diver - which you do not currently have. Dispatch manages to locate the next upgrade machine in the Manager's Office, but getting there requires you to retrieve a Hand Crank.



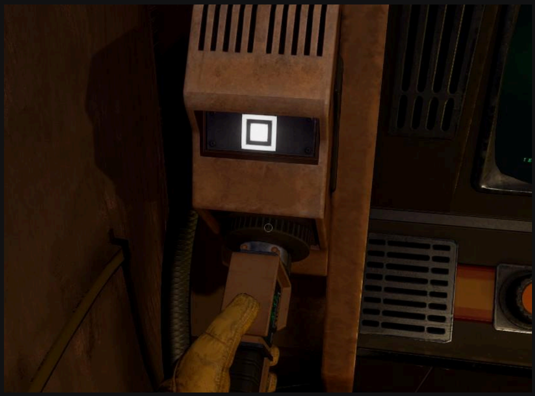


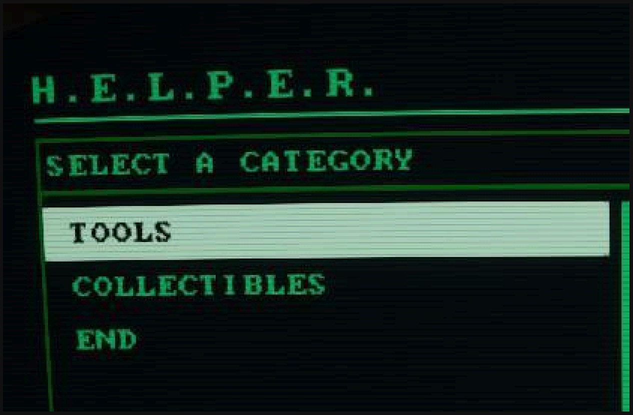
Dispatch then activates the Inventory Tube System, which is able to store and retrieve any items you find throughout the manor. Before collecting the Hand Crank, head outside the Security Office, and you will find your first Gift Box. Gift Boxes are scattered throughout the facility, and collecting them is required to unlock the Secret Ending in New Game+.

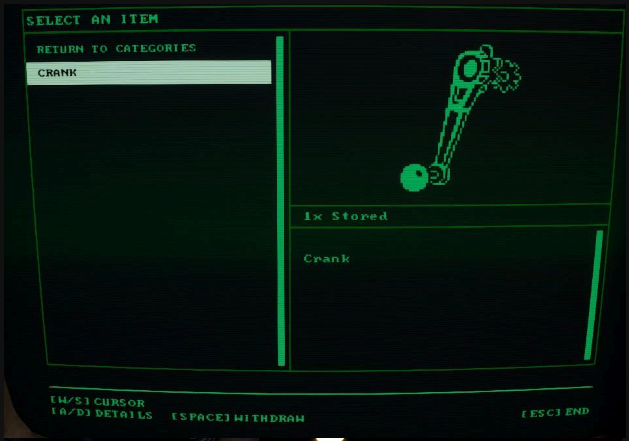
To open up the Gift Box, simply grab and turn the hand crank until the box opens. Then, grab the first collectable - a Deadeye Roxy Hat - and return to the Inventory. Place the item inside, then pull the lever to deposit.



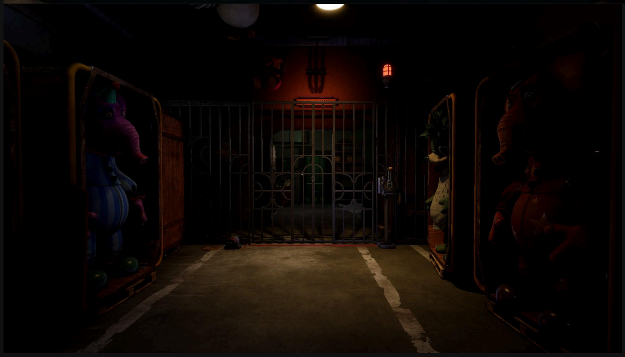
To access your stored items, insert your Data Diver into the port and turn. A menu will then appear, with separate categories for "Tools" and "Collectibles". The Deadeye Roxy Hat will appear under "Collectibles," while the Hand Crank will appear under "Tools." To retrieve the Hand Crank, simply select it on the menu.

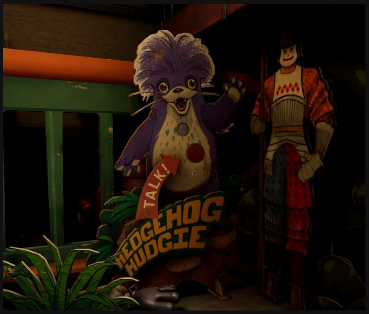



H.E.L.P.E.R.
SELECT A CATEGORY
TOOLS
COLLECTIBLES
END

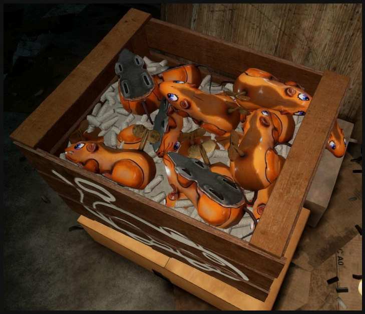

SELECT AN ITEM
RETURN TO CATEGORIES
CRANK
1x Stored
Crank
[W/S] CURSOR
[A/D] DETAILS
[SPACE] WITHDRAW
[ESC] END

With the Hand Crank, head outside the Office and take a right to find the Security Fence. Insert the crank, and rotate it until the fence opens. Walk through, but be careful; The Mimic is waiting for you on the other side!

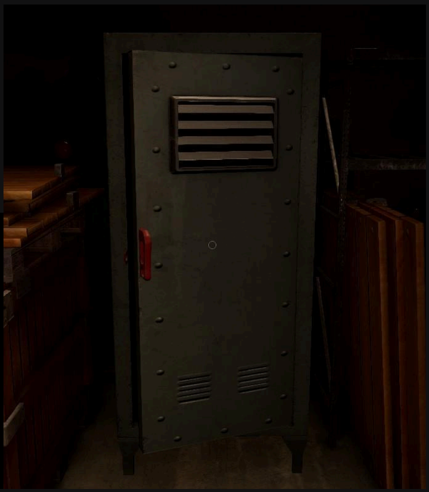



TALK!
HEDGEHOG HUDGIE

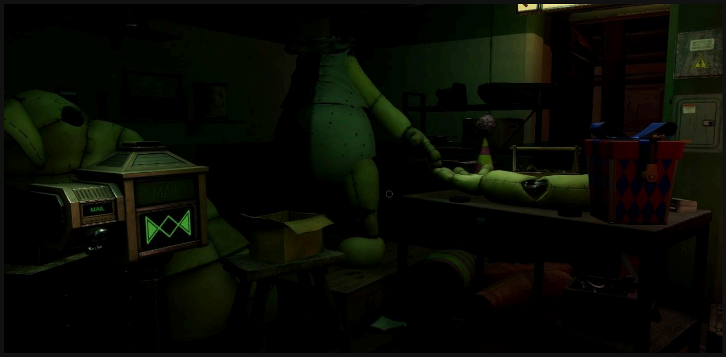
To avoid The Mimic, sound is your best friend. Cardboard cutouts with red buttons serve as noisemakers that lure the Mimic to its location, but can leave you vulnerable. Rats are alternate, portable distractions found in marked crates. To pick one up, interact with a crate. Once in your hand, you can throw them immediately, or after a short windup period.



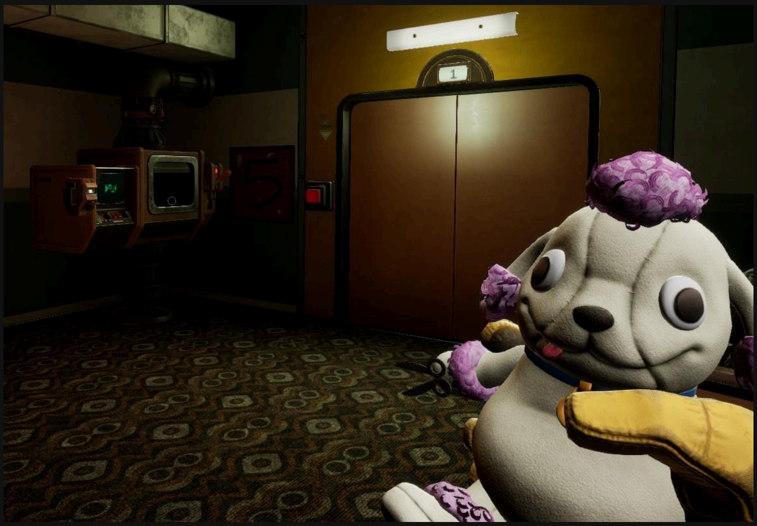
If the Mimic spots you, your next best option is to run for a Locker. Lockers are scattered throughout the manor, and while they restrict your movement and vision - save from leaning to the sides to peek - they are entirely safe from the Mimic - so long as you aren’t seen going inside.



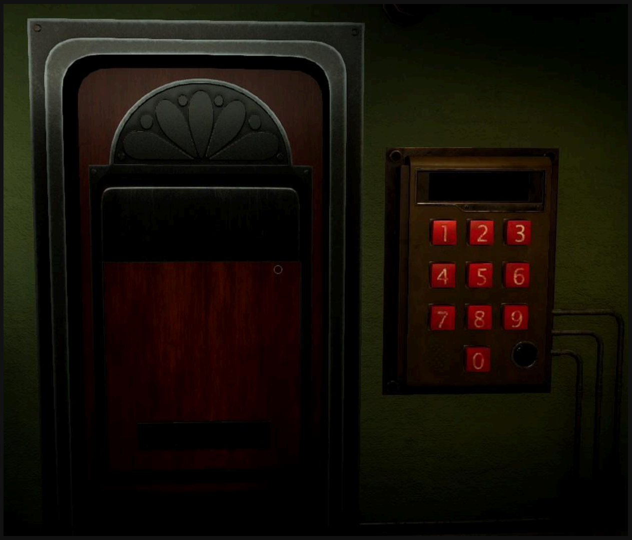
After sneaking past The Mimic and entering the Main Hallway, you’ll find another Mail Box and a Gift Box containing a Sharpay Plush right past the Data Diver door. Collect these, and then deposit the Sharpay Plush in the Inventory at the end of the hallway.

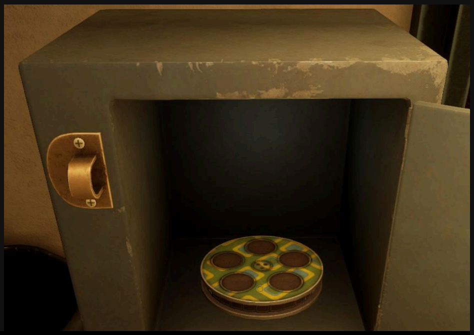


On your way, you may have noticed a large keypad by a door. As with many other future codes, the exact combination is hidden on the cameras.

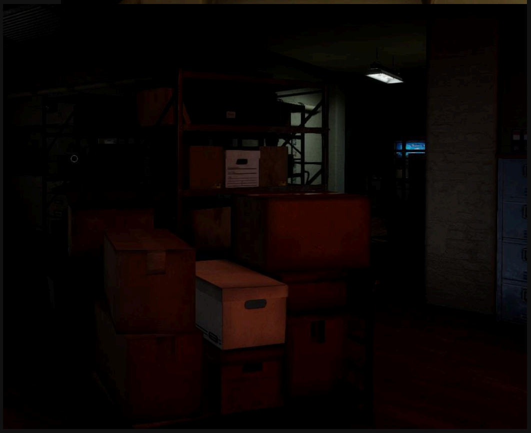


Head back to the Security Office and watch the cameras closely. Mark down the numbers you see, and enter the resulting code. We once again encourage you to attempt this on your own, however, you can find the solution to the puzzle in the Codes & Solutions chapter if you get stuck. Inside this room, you will find a Film Reel containing an ad for Murray's Marvelous Clean-O-Vac. Deposit this into the Inventory System for now, and then continue on inside the Elevator up to the Manager's Office.

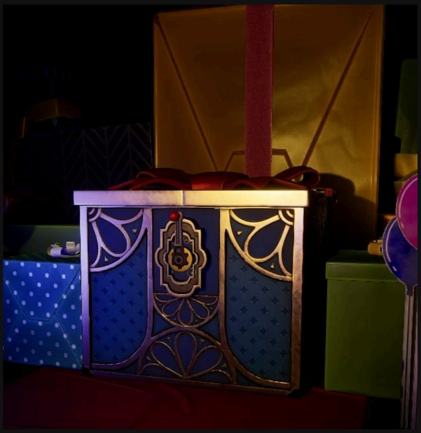




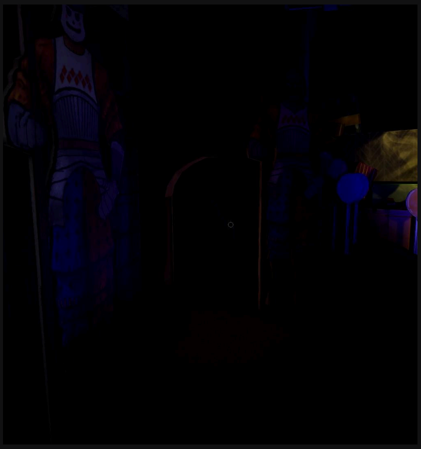
Reaching the second floor, the elevator breaks down, preventing you from going back. In the room ahead of you is a large hole to your right, as well as a locked gate with a missing hand crank right in front of you. Ignore the hole in the wall to your right for now and head left until you find a Data Diver door.



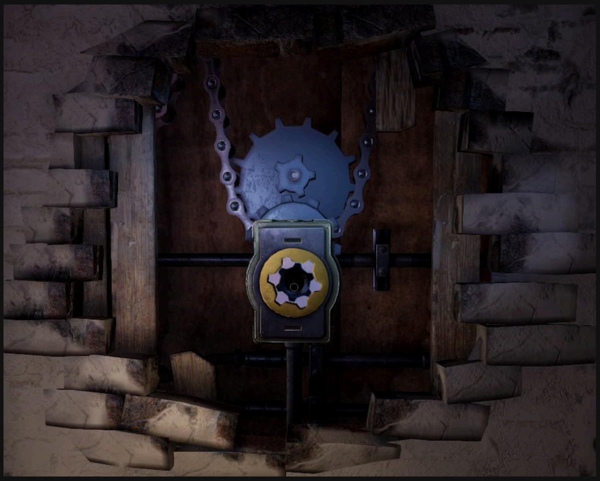
Head inside to find the next upgrade, as well as another Gift Box containing a Hedgehog Hudgie Mask. Deposit the mask into the nearby Inventory System, and then head back to where you came from.



Head straight through the broken wall to find yourself in the Birthday Showroom. As you enter, a spotlight shines on a large gift box near the back. Head to the Gift Box and turn the crank, then come face-to-face with a Jackie In The Box animatronic!



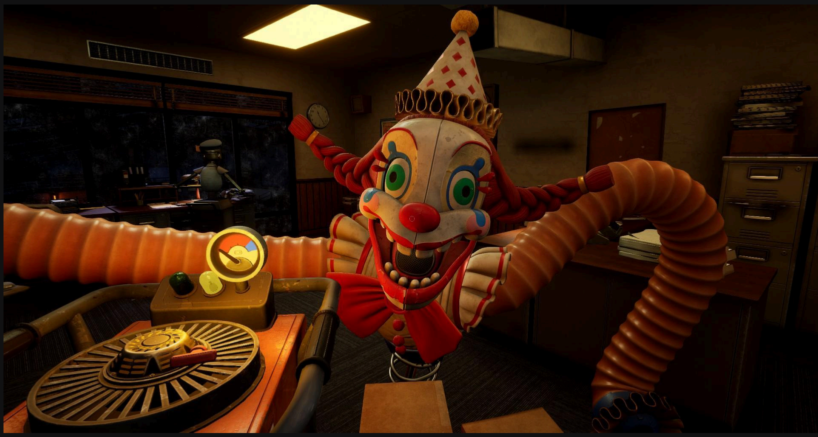
Despite the sudden surprise (and her crank snapping off), she appears to be harmless. While you need the crank to progress, drop it on the floor for now. Turn to your left to face a castle cutout, then crouch through a small hole in the cutout to find the FallFest Snow Globe. Deposit it in the Inventory, then return for the crank.



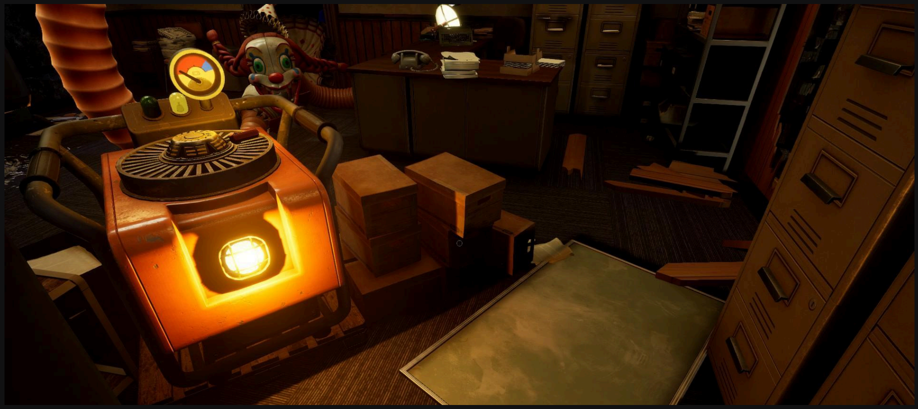
With the crank in hand, head to the gate and place the crank in its slot, then turn to open the gate. The gate will get stuck, however, requiring you to crouch under it to progress. Head down the hallway, and then unlock the door to the Manager's Office.

Inside, you'll find a Digi-Typer working the desk, as well as a broken door tied to a generator in the back of the room. Head over the pile of junk and towards the generator - but be on your guard. You aren't alone up here anymore… and Jackie is ready to give you one more birthday surprise.

Jackie is the first Boss Fight of *Secret of the Mimic*. Once you've entered position, you're trapped by the generator and forced to watch until Jackie's rampage is over.



This cutscene does NOT start until the Player has pulled the Generator's cord once - so take this time to prepare yourself. Completing the generator is not required to progress, so sit back and enjoy the cutscene.



Once Jackie throws the Digi-Typer, make your way into the resulting hole. Jackie will try to follow after you, but you'll fall through the floor before she can catch you.

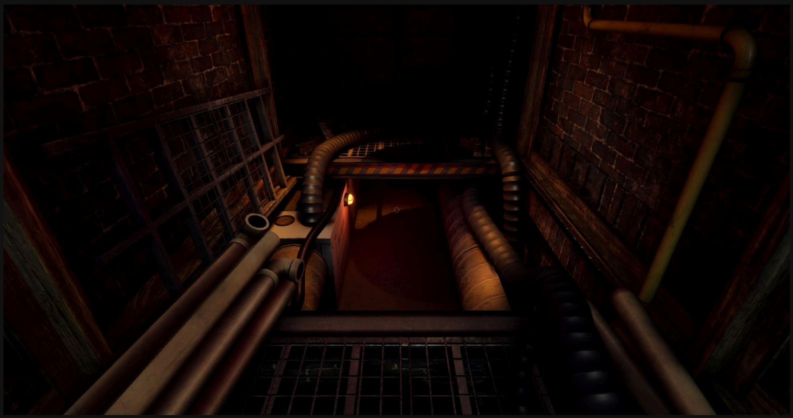
After recovering from the fall, you'll navigate through a series of corridors as Jackie stalks you from behind various bars. Eventually, you'll reach a room with a gate and a lever. Pull the lever to unlock the gate - but as you do, make sure to look up, as Jackie will slam down on the bars above you. You have been found.

Proceed forward until you reach a platform with a lever inside. Pull the lever to make the platform rise - but be careful, for as you reach the top, Jackie will break out of an above vent and begin to give chase!

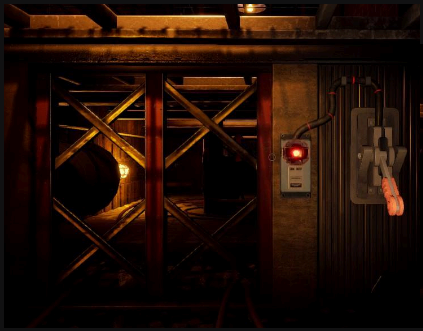
When the elevator door falls, immediately start running and take a

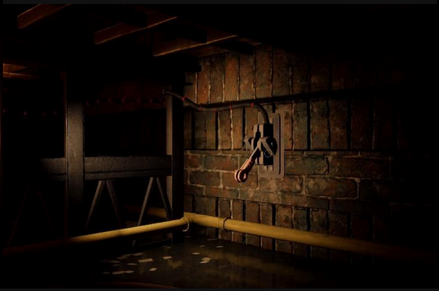
sharp right. Keep running and follow the path, as Jackie’s weight will cause the catwalks to collapse from behind you. Eventually, after dodging a ceiling attack from Jackie, you’ll reach a long hallway that marks the second phase of the chase. Phase 2 will not start until you turn the corner, or after about 3 seconds of waiting, so take this time to breathe before pressing on.

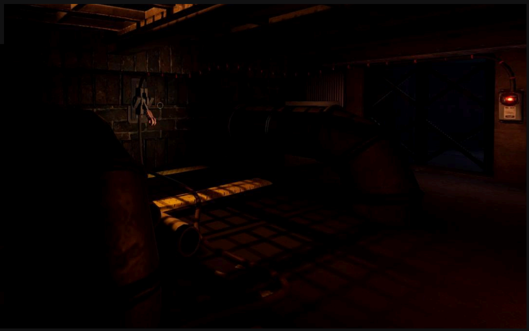
Run down the hallway until you come across a low to the ground shaft. Jump down and crouch inside quickly, as Jackie is still in hot pursuit.



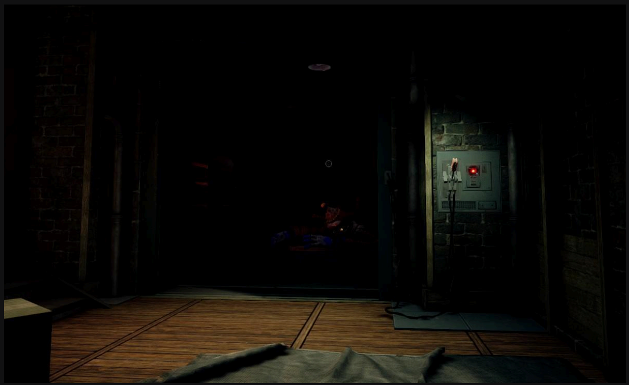
Once inside, there are 3 levers you must pull in order to progress. The first lever will be right in front of you, the second will be to your right, and the third will be to your left. Make sure you pull these and move on quickly, as Jackie will be right behind you the entire time, and taking too long will result in you being caught.



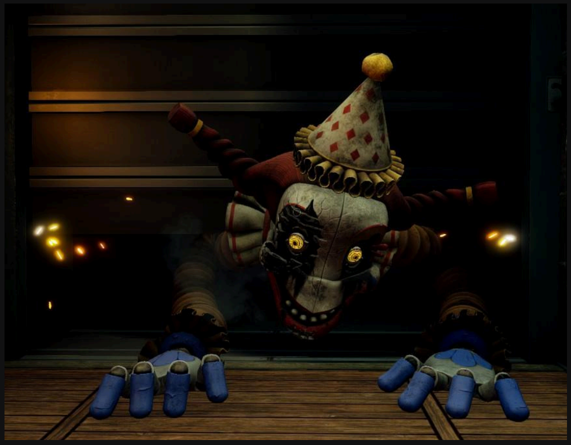




Behind the final lever is a vent that Jackie will not be able to follow you through, giving you a brief moment of respite (and an autosave) before the third phase starts. Once you’ve exited the vent, walking up the wooden ramp in front of you will trigger Jackie to spawn. Pulling the nearby lever will



drop a metal door, giving you just over 25 seconds to turn on another generator. Failure to start the generator in time will result in Jackie escaping the door and rapidly approaching you, resulting in a swift death.



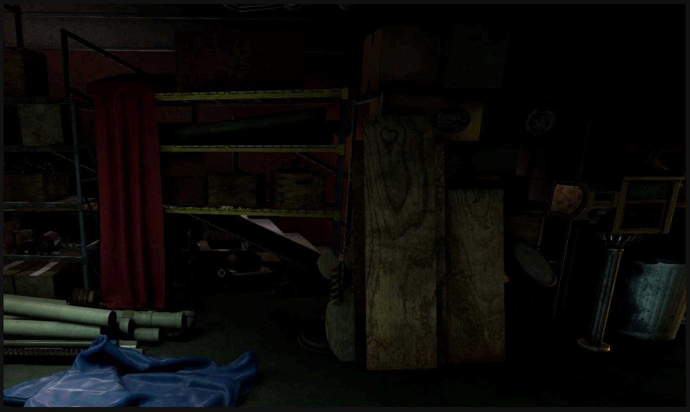
When the generator is complete, simply crouch through the open vent. Crawl through the ducts until eventually, Jackie appears once more! However, Jackie's body proves too heavy for the vent, causing it to collapse.

Congratulations! You've beaten Jackie's chase, and can progress onto the next hour.

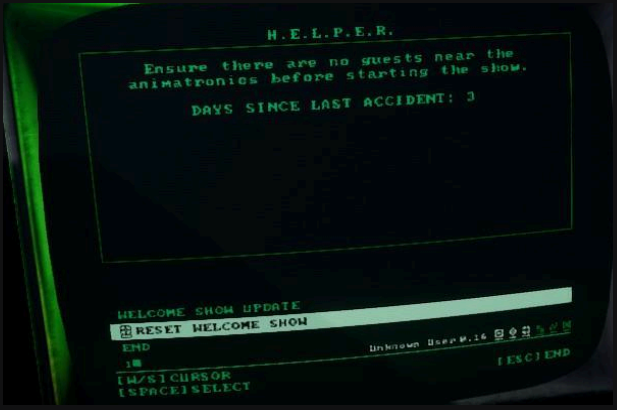
Fun Fact: Jackie's music box is not the only thing that ties her to The Puppet. Her chase music, "Unstrung and Unhinged," also references her connection to the character. Strangely enough, Nightmarionne's jumpscare sound is layered over her jumpscare sound, and as the chase progresses, black oil forms on her which resembles The Puppet's stripes and tears! Even the loss of her nose further ties back to The Puppet's face!

After falling through the vent with Jackie, Arnold wakes back up in the Security Office, with Jackie's body strangely missing. As Arnold wakes up, Dispatch begins to signal over the radio. Answering the call, Dispatch informs Arnold about their latest discoveries on the Mimic Endoskeleton. According to Dispatch, the Mimic was designed to babysit Edwin's son as he worked on other projects, and mimicked the actions of others. At some point, the Mimic was exposed to violence, and is now mimicking that rage in an attempt to guard its domain from intruders. (You know, like you!)

Dispatch reiterates that distraction and avoidance are your best bet at survival, before saying that he's found the next upgrade in the Showrooms. Dispatch tells you to go back through the Welcome Show to access the Welcome Lobby, which is where you can get to the Showrooms. With the instructions made, Dispatch signs off.



Leave the Security Office and head back towards the Power Room, but be careful! The Mimic is now free to spawn at any moment in the Storage Area. If you need a refresher, feel free to reference the Mimic AI breakdown at the start of the guide.



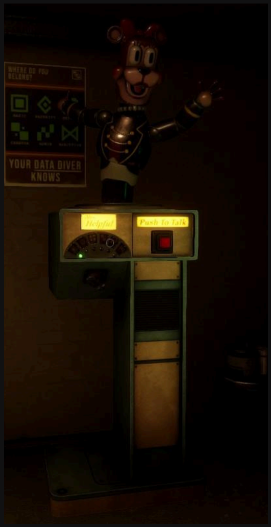
```
H.E.L.P.E.R.
Ensure there are no guests near the
animatronics before starting the show.

DAYS SINCE LAST ACCIDENT: 3

WELCOME SHOW UPDATE
RESET WELCOME SHOW
END                              Unknown User V.16
                                          [ESC] END
[W/S] CURSOR
[SPACE] SELECT
```

Once you've reached the Power Room, crawl through an open hole under shelves, head up the stairs, and open the door back into the Welcome Show. On this catwalk is the Welcome Show Terminal, containing an optional update log, as well as the ability to reset the Welcome Show. To progress, select the Reset Welcome Show option - this will reset the show from the

beginning and activate a lift, bringing you back down to ground level.

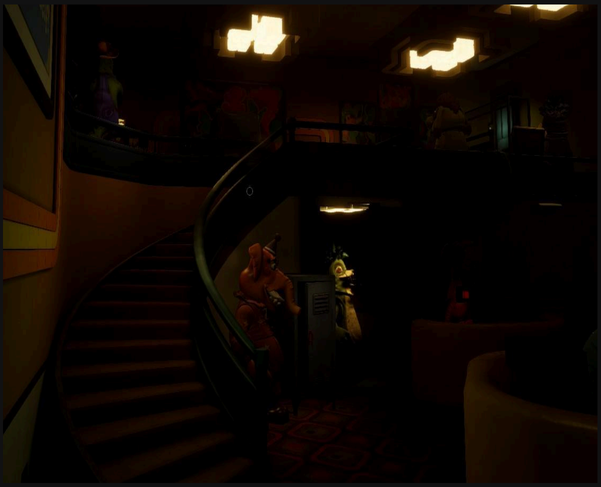
Taking the lift down, you'll find a hidden passage behind the performing animatronics. Follow the path to find a Gift Box containing "Monty's Water Game," and return it to the Inventory in the Office. After the Welcome Show program concludes, the door that got stuck earlier will now fully open, allowing you to progress forward into the Welcome Lobby.

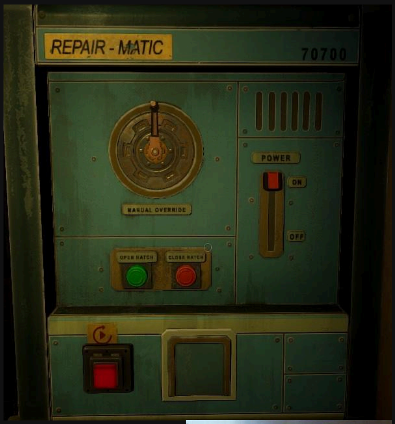
The Welcome Lobby will be your first true test against the Mimic's AI. While we encourage putting your best foot forward and tackling this encounter head on, some may find this encounter daunting. If you get stuck (or just wish to avoid the Mimic), there is a way to simplify this section.



Turning right and entering into the back room will trigger the Mimic to spawn in the Lobby. Back here, you'll find an elevator with a mascot head lodged in its gears, and a Mrs. Helpful Info Station. Interacting with the station will inform you that the Elevator is, in fact, broken. In order to fix it, a repair cassette has been "conveniently" placed at the other end of the Welcome Lobby.

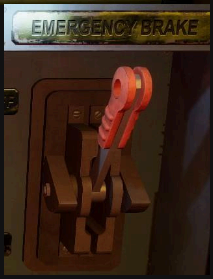
Thankfully, the repair cassette can be grabbed beforehand, entirely avoiding an encounter with the Mimic. To prevent spoilers for those who wish to do this segment alone, the passcode can be found in Codes & Solutions. Otherwise, mark down her code, and head back out into the Welcome Lobby. The cassette can be found on the second floor balcony. Make your way up quickly, input the code, grab the cassette, and return to the back room.



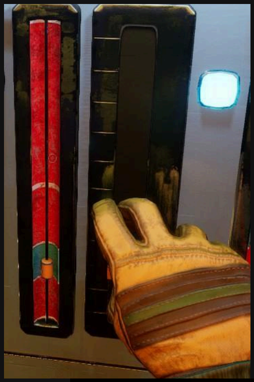

REPAIR - MATIC
70700
POWER
ON
OFF
MANUAL OVERRIDE
OPEN HATCH
CLOSE HATCH

Heading back inside, return to the elevator and place the cassette in the nearby Repair-Matic machine, and listen to Fiona’s Elevator Repair instructions carefully. Failure to do so will result in a game over, so make sure to take it slow.

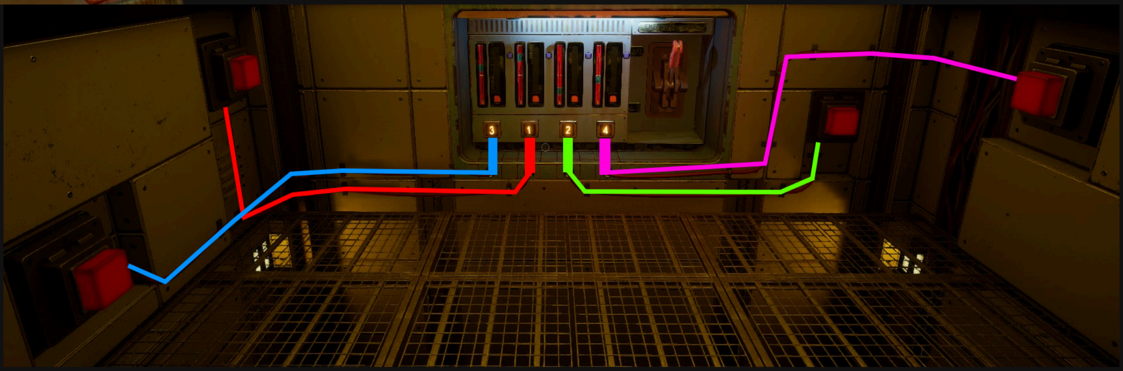
First, turn the Elevator “Off”. To do this, hold the Power Button and slide your mouse down. Next, remove the Elephant Mascot head from the gears, in a similar fashion to the Power Button.


EMERGENCY BRAKE

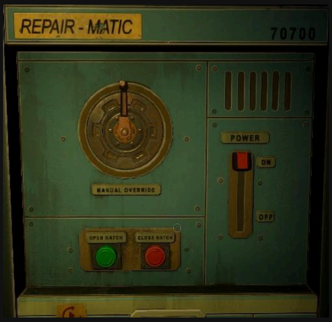
Next, rotate the Crank, and press the green “Open Hatch” button.
Climb under the elevator and pull the “Emergency Brake” lever. After this, click and drag the Sliders until each balance is within the blue region. You’ll know it's complete when a blue light turns on.



Your next task is to press a series of buttons, the order of which are randomized each playthrough. Each button is labeled randomly, so pay close attention to what she tells you, and which you must press. If color coding helps, use this.

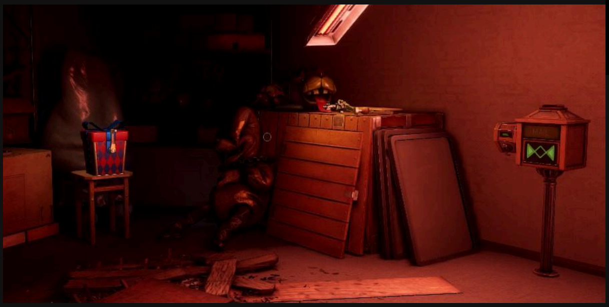


After completing this step, flip the lever back on, and exit the crawl space. Return to the Repair-Matic and press the red “Close Hatch” button. Turn the Hand Crank


REPAIR - MATIC
70700
POWER
ON
OFF
MANUAL OVERRIDE
OPEN HATCH
CLOSE HATCH

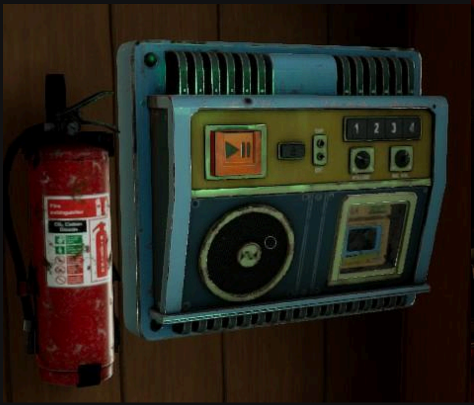
again, this time in the opposite direction, and turn the power back on. You've just completed your first Elevator Repair!

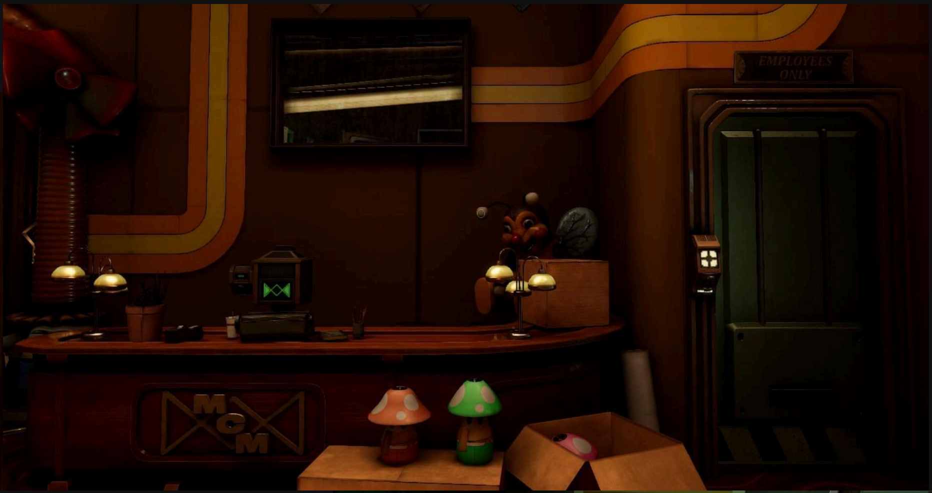
Before leaving, turn around, and crawl inside the open vent. This path will lead to another Mail Box and Party Time Chica Vacuum Mug. Collect these, and enter the Lobby Elevator.



Fun Fact: Getta load'a this guy!

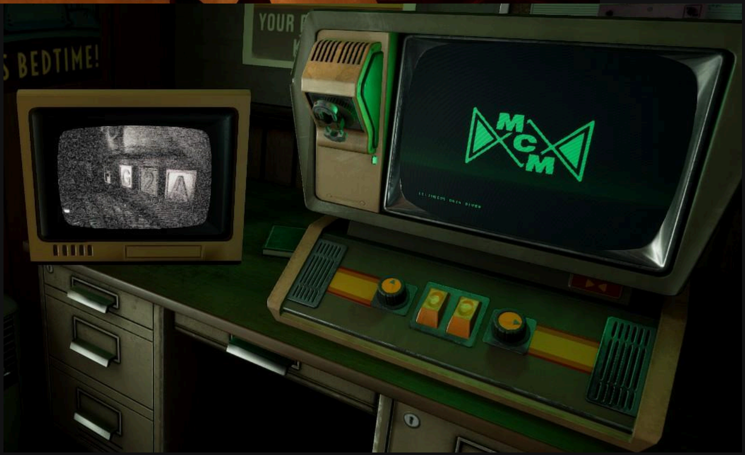
Upon exiting the elevator, walk down the right-side hallway and enter the Showroom Lobby. Collect the Mail Box in the Showroom Lobby, then enter the Security Door to listen to the Audio Log. Listening to Audio Logs are essential for all achievements.



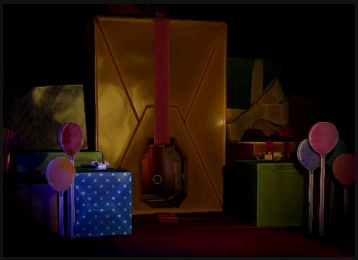


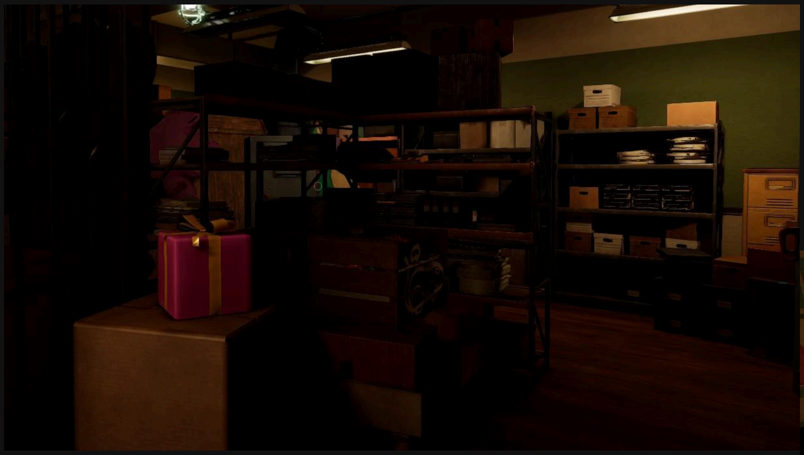
Turn your attention to the Camera Feed. A code for the Birthday Showroom will appear. Solve the puzzle and continue into the Birthday Showroom.

Hint: The sequence starts on the camera with a Wagon Wheel and Mannequin.

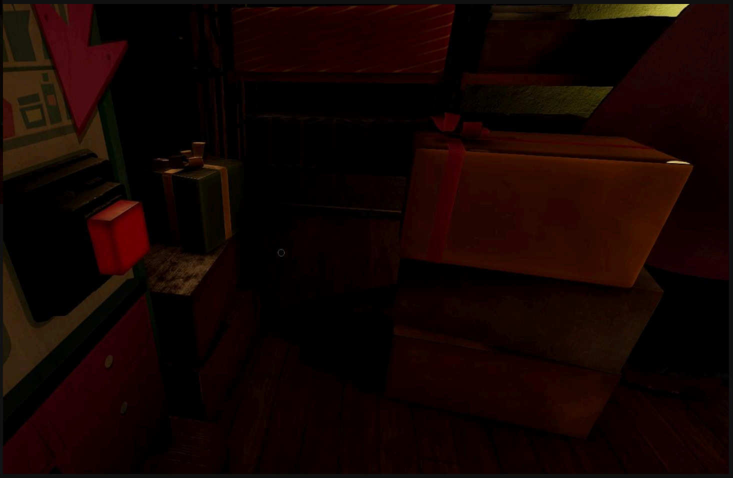


Remember this place? This is where we first encountered Jackie! Now that she’s gone, crawl through the open vent and into your next destination.



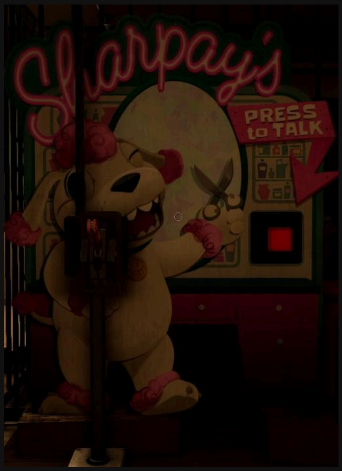


To unlock the Security Gate, a lever has been placed at the far corner of this room. Before activating, a crawl space can be found underneath a shelf.

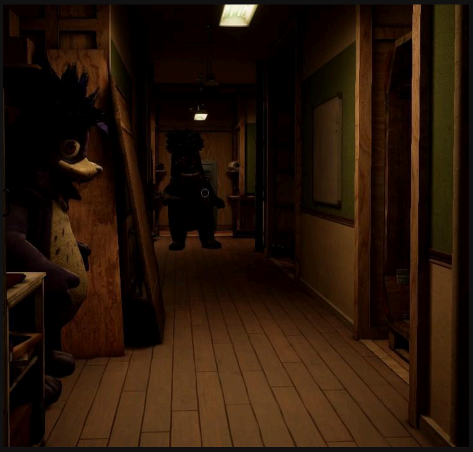


Crawl through and take note of the monitors; another code can be found here. Focus on finding a series of green blocks, and remember the code.

Pull the lever. Entering into the hallway will spawn the Mimic. In order to sneak past, utilize the distractions placed in this room. Without them, the Mimic will likely catch you.

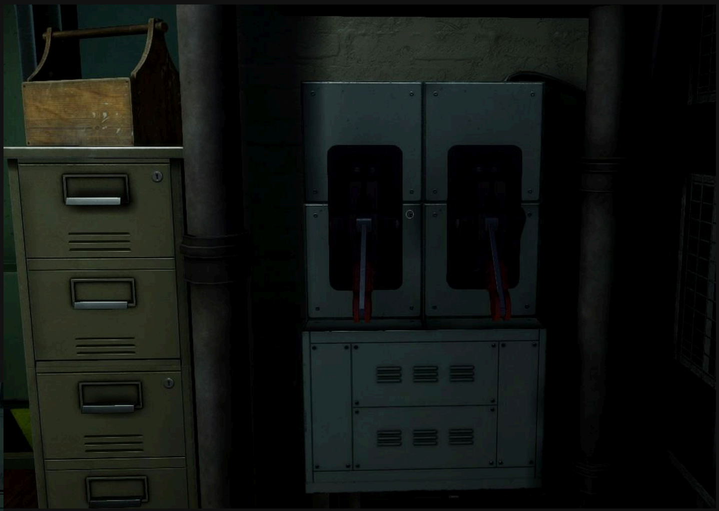


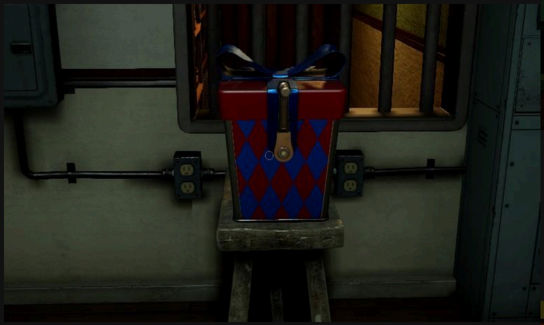
Mimic will patrol from the far end of the hallway, over to the nearby lever. Your goal is to lure Mimic to the Lever, and sneak past.



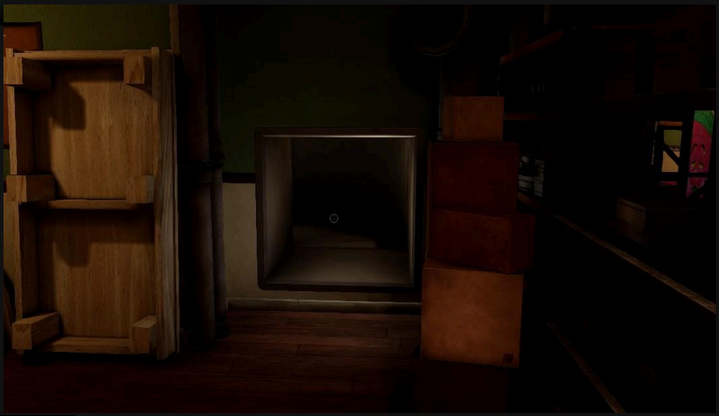
Next to the lever, you will find a cutout distraction. A box of rats can be found nearby as well. Wait for The Mimic to enter the far side of the hallway and turn the corner. Play the Noisemaker, and quickly hop back inside the vent shaft. The Mimic will not see you while inside. Wait for it to find the distraction, and bolt down the hall.

Find the keypad and insert the code. Enter the room and collect the “Swing Bee Honey Bottle,” depositing it into the Inventory. Behind you are a series of levers, which will reactivate the Elevator from the Manager’s Office.

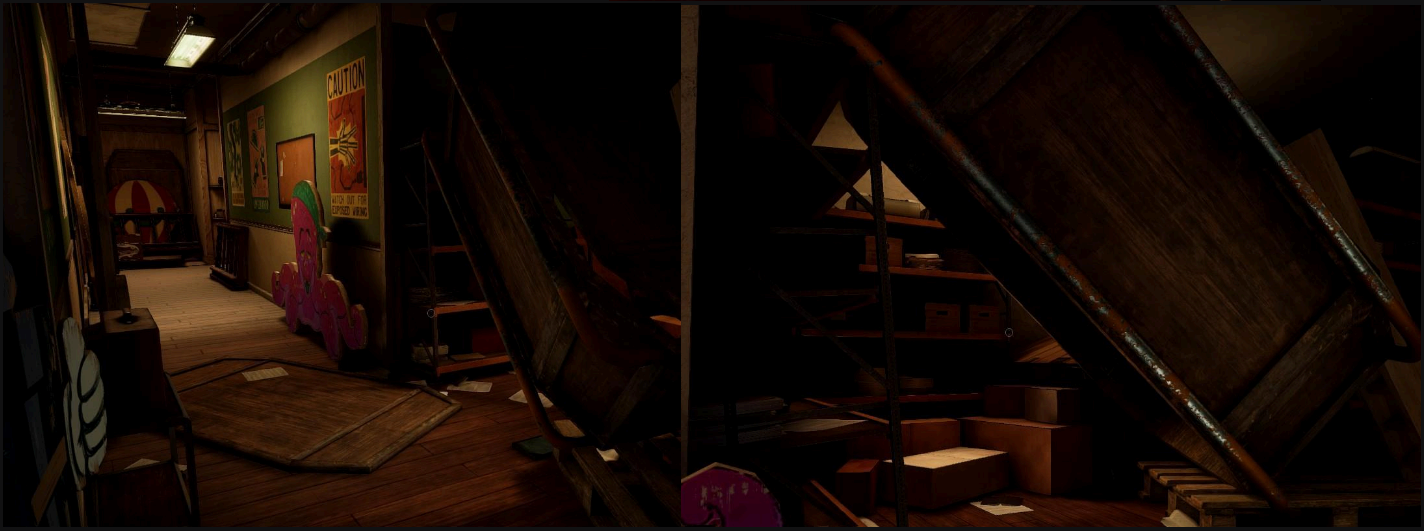




Enter back into the hallway. Enter the Vent Shaft, and find your way back to the Showroom Lobby.

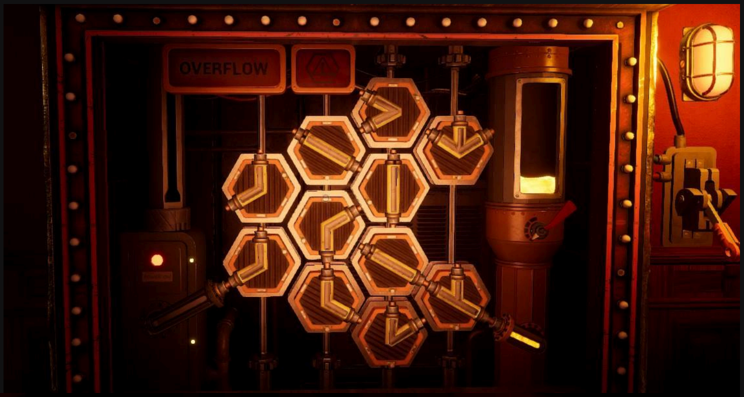


Alternatively, around the corner is a crawl space leading to a vent shaft. Feel free to use this, as it will also lead right back into the Manager’s Office.

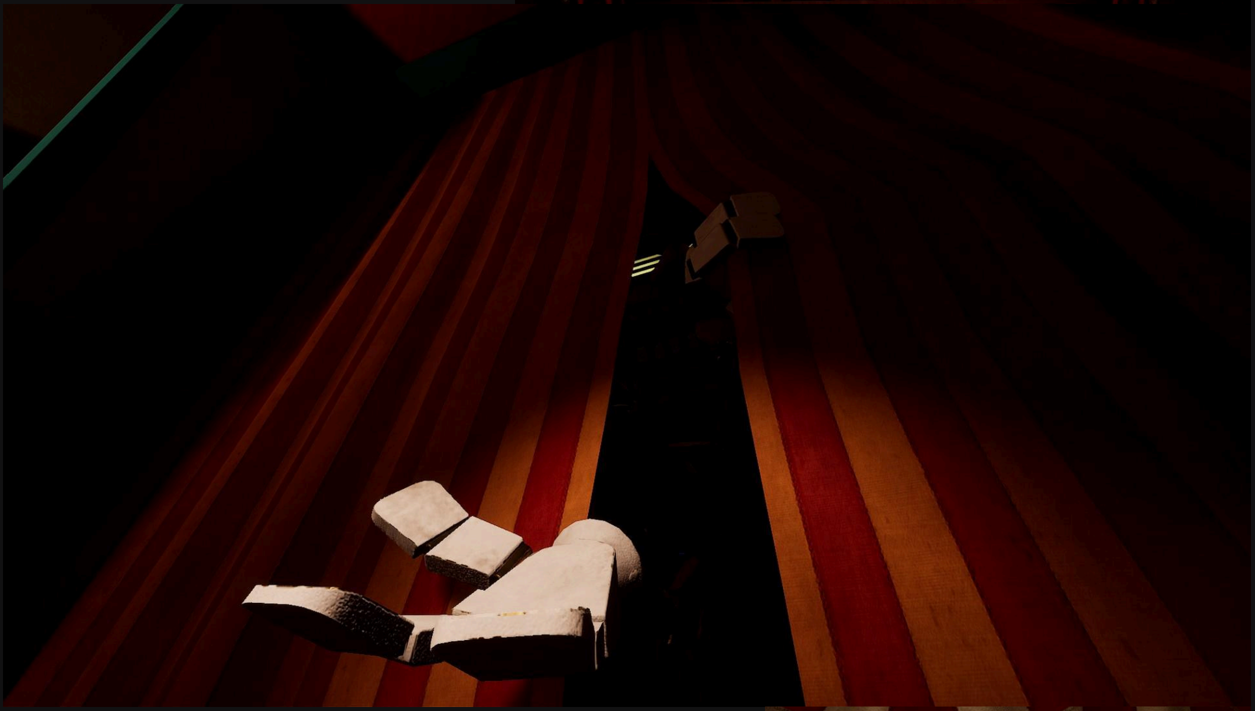


AUTHORIZED PERSONNEL ONLY
DANGER
KEEP OUT
DANGER
DO NOT CROSS
DO NOT CROSS

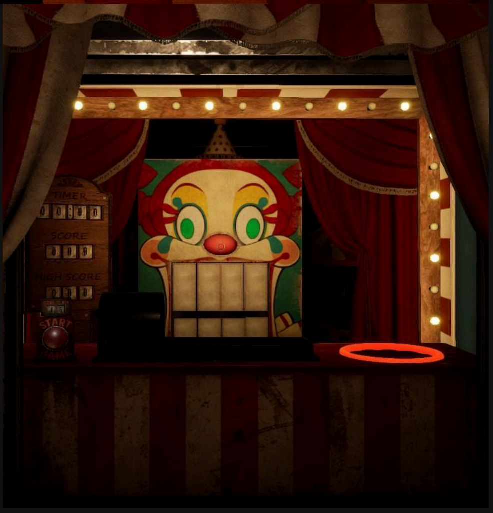
The Storytime Showroom is currently closed for repairs. The only way to access it is through the Big Top Showroom. Before entering, power must be restored from another Conduit Puzzle.



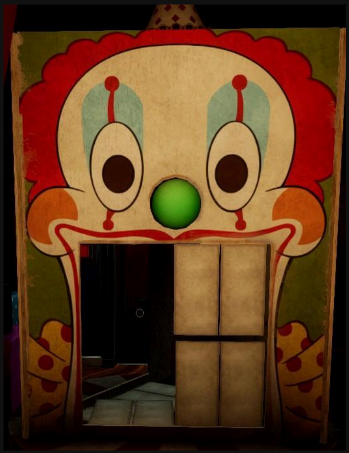
Once power is restored, Mr. Helpful will offer a ticket to enter the showroom. Collect the ticket, and give it to Big Top, reaching out from behind the carnival curtain.

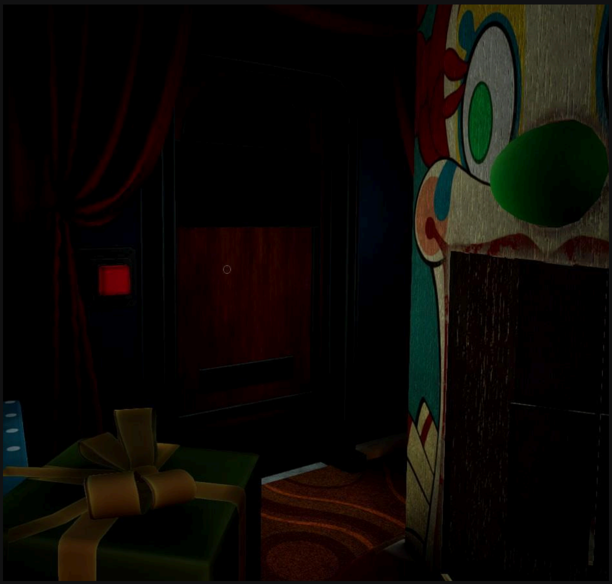


Once you are inside, make your way to the Ball Throwing game. Activate the game by pressing the big red button, and start throwing balls at its teeth. You can throw a ball at its nose for an achievement.



In order to knock out as many teeth as possible, pick up a ball and throw it using left-click (similar to mice). **DO NOT COMPLETE THE GAME.** When the carnival game spins to reveal the second clown, create a small doorway before climbing around inside. Use this to activate a hidden button, revealing a passage behind the Big Top Carnival. Continue down the left hallway until finding a Security Door.



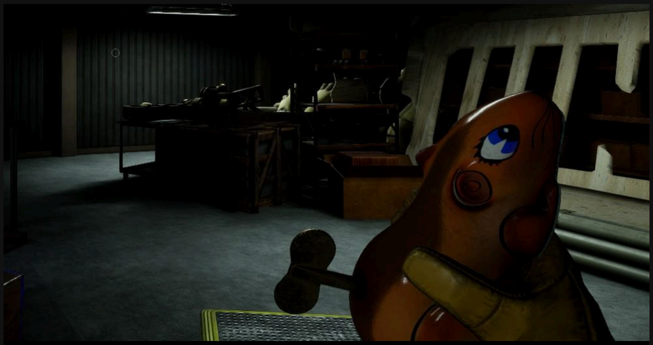


Approaching the staircase will activate Mimic.

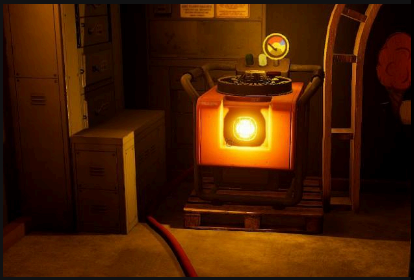
The door to access the Storytime Showroom is currently blocked by a lift, and the lift cannot be activated until power is restored.

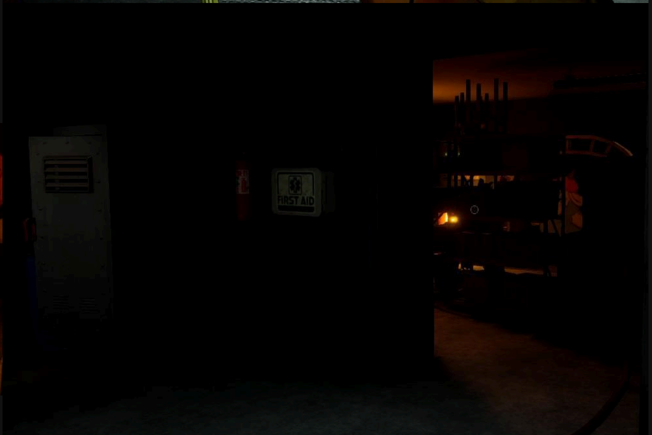
Power can be restored to the lift from the bottom floor generator, where Mimic is currently patrolling.

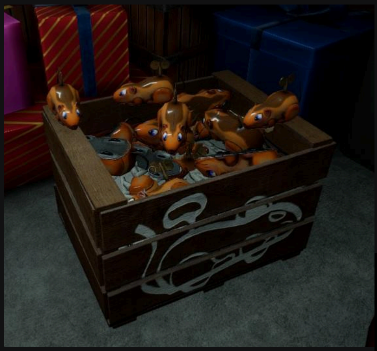
In order to sneak past Mimic, a rat must be thrown on the far end of either side of the top floor. Once the Mimic is distracted, it cannot hear you. Quickly run down the stairs and into the next locker. Once Mimic wanders back up stairs, continue towards the room and activate the generator. Find a locker to hide in, as the noise will attract the Mimic.



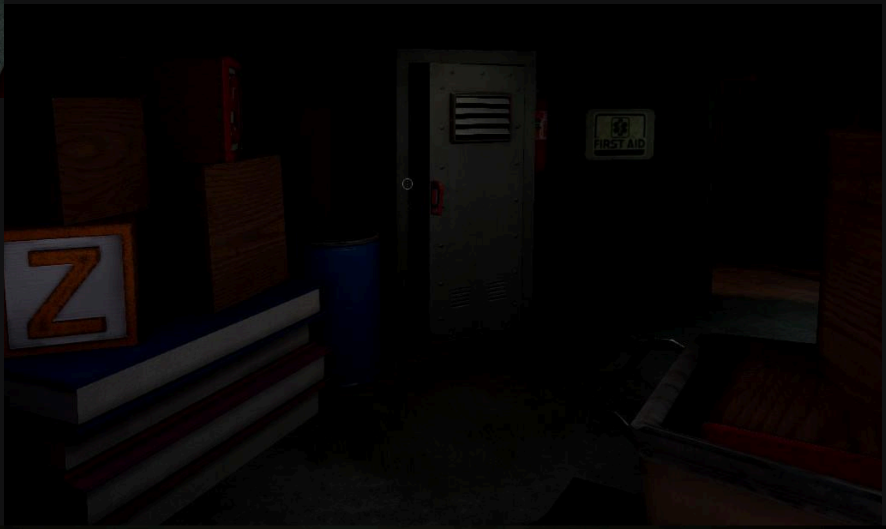
Remember to stay patient for this part.



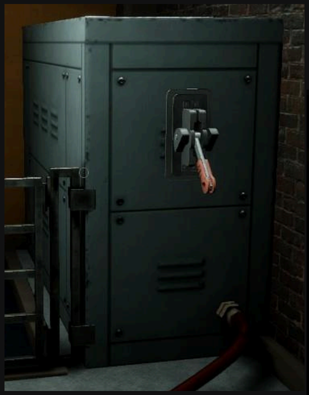


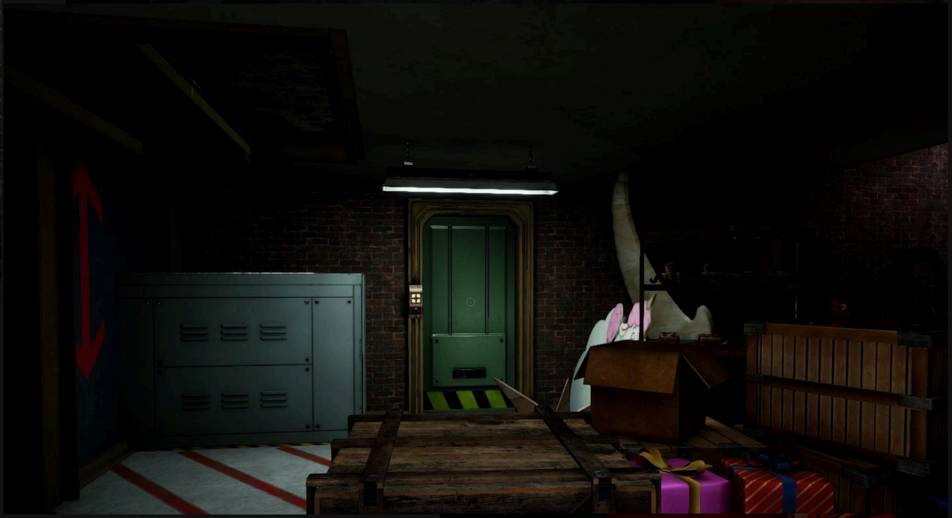


Once active, and the Mimic has gone back upstairs, another box of rats can be found nearby. Throw the rat next to the generator and hide inside a locker, away from the room. When Mimic finds it, run back upstairs and activate the lever.

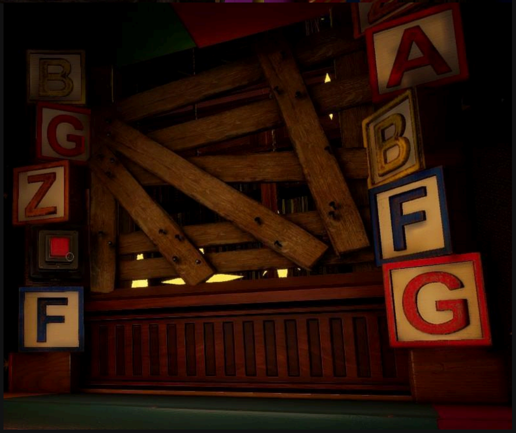


After the lever is activated, once again, lure the Mimic upstairs and sneak past. Open the door with your Data Diver tool.

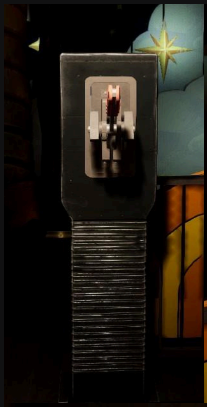


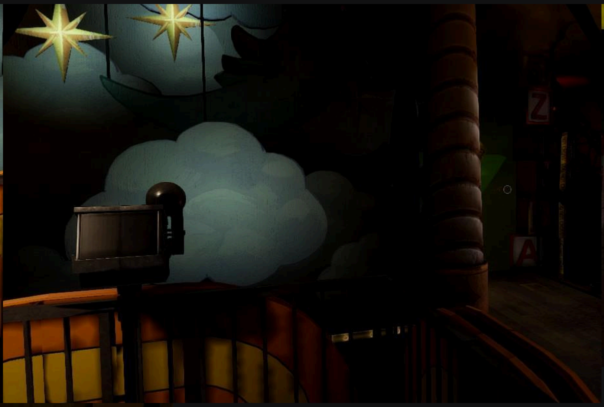


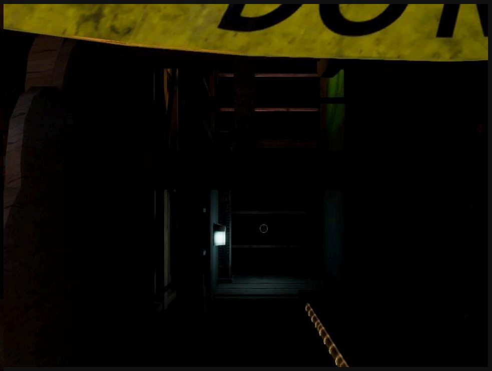
Now, just follow the hallway, and enter the wrecked Storytime Showroom. On the right side of the room, you will find a red button next to a boarded window. Pressing this will create a crawl space, which is needed in order to collect the “Star Orphan” collectible.

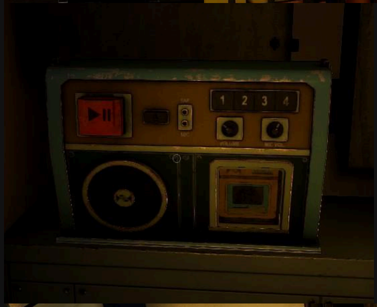


Another crawl space can be activated from pulling the lever, located directly in the room's center. At the other end, a lift will transport you onto the Storytime Showroom balcony.

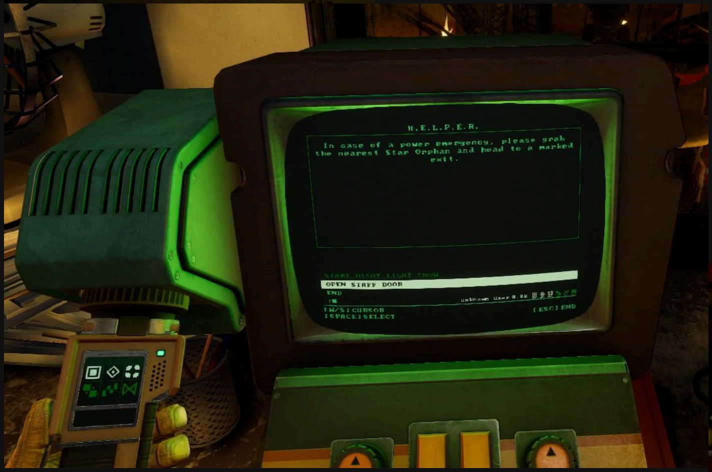






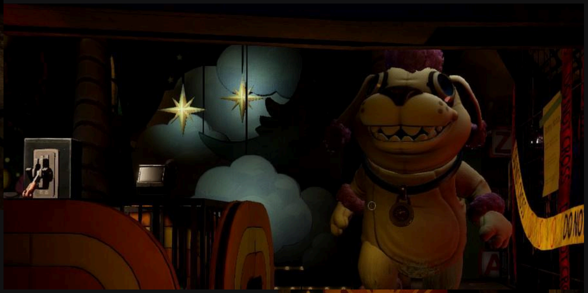


At the top, play the Audio Log, and activate the Staff Door on the terminal. This will activate the Mimic, so grab a few rats as a precaution.

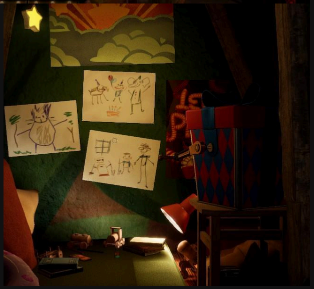

H.E.L.P.E.R.

In case of a power emergency, please grab the nearest Star Orphan and head to a marked exit.

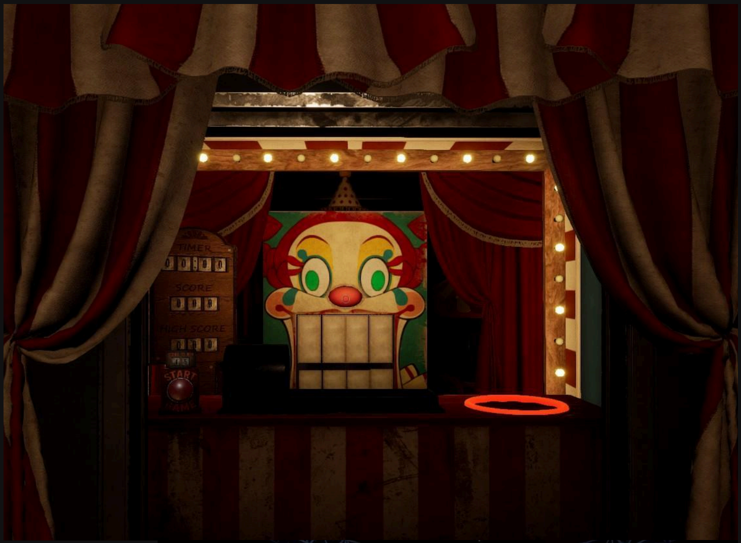
Head back down into the Storytime Showroom and shield yourself from Mimic as it walks behind the forklift. Carefully slip under the forklift's gap, still shielding yourself from the Mimic, and throw the rat back towards the lift.



Make your way through the Staff Doors you just opened, and into the Security Door on the right. Follow the path until you come across a little hideout with a gift box. Collect the Star Orphan, and make your way back out to the Showroom Lobby (the passage is now open).

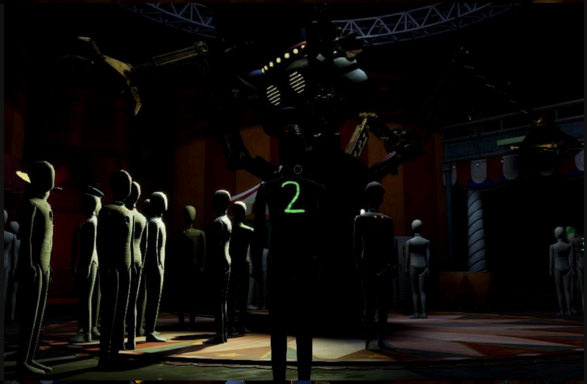


Now that you’ve completed the Storytime Showroom, re-enter the Big Top showroom and replay the Ball Toss game. The carnival game has 3 clown faces, with 30 seconds per face (1 minute, 30 seconds total). In order to win, you must score at least 15 points before the timer is up.



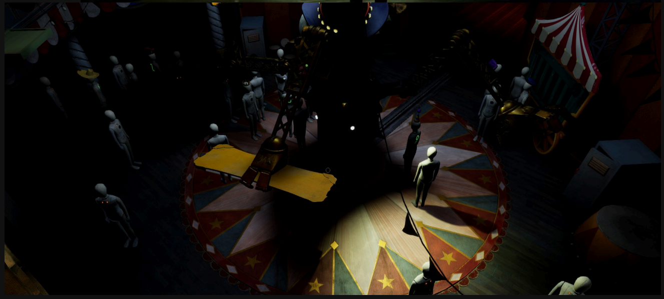
Knock out all teeth to unlock the Dental Coverage achievement.

Upon completion, the power will cut, and Big Top will begin searching for you.



Every 10 seconds, Big Top will complete 1 full rotation (clockwise). If you step into the spotlight, Big Top will catch you.

Mannequins work as a noisemaker. Avoid knocking into them, as they will call attention to your location, no matter where Big Top is facing.



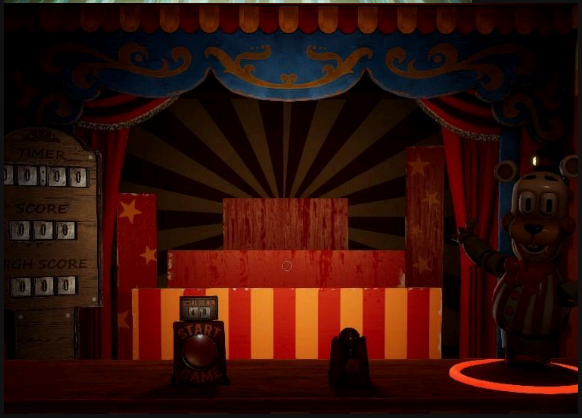
Your goal is to re-enter the Big Top waiting room and restart the conduit. You must complete this section 3 times, once after every Carnival Game, and each more challenging than the last. Above is an aerial view of the path.

Remember to use the game rooms and lockers to hide from Big Top.

As soon as you reach the entrance, a timer will activate, and Big Top will begin crawling into the room. Restarting the Conduit Puzzle will return him to his normal state.

After completing the conduit puzzle, find the Western Ball Gun minigame. Using the Ball Gun is simple, just aim and shoot! Shoot Mr Helpful (or a Mannequin) for an achievement.

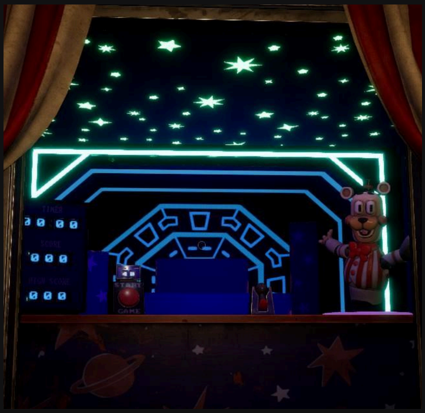
After pressing the red activation button, a timer is set for 45 seconds, in which you must score at least 40 points to progress. A series of 4 targets will appear every 3 seconds, changing locations each time.



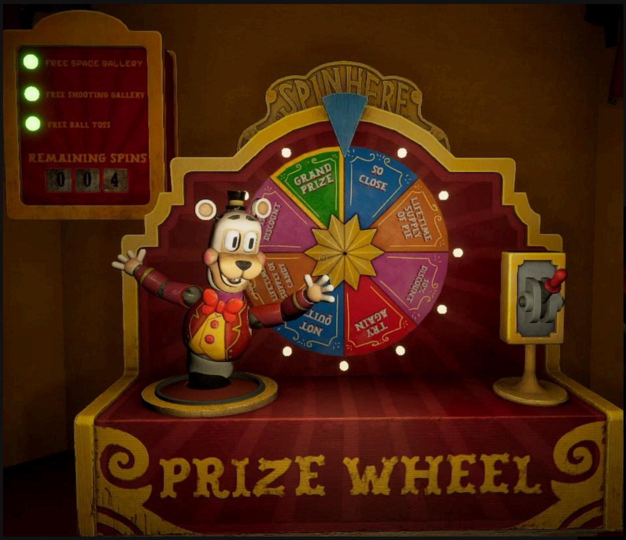
Each target is worth 2 points, while the 2 platforms are worth 3.

When the timer ends, the power is once again cut, and you must restart the conduit a second time.

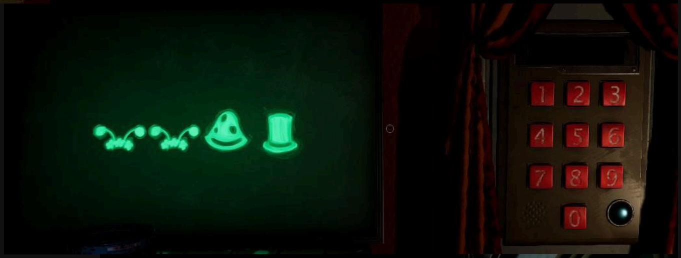
The third Ball Gun minigame is the exact same, just themed around space. However, do not discard the Ball Gun, as we will need to deposit it into the Inventory very soon. After completing this minigame, restart the Conduit Puzzle one last time, and you are finished.



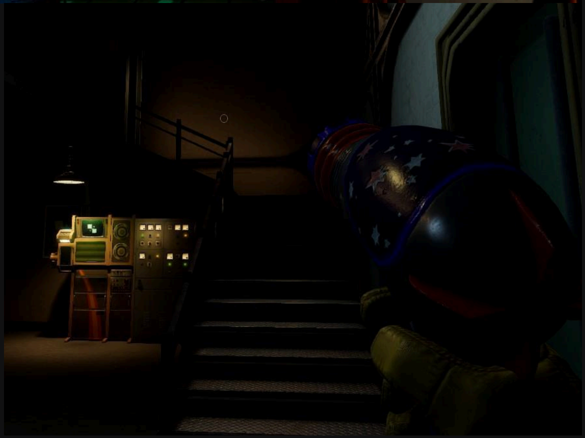
Now that you've completed all 3 minigames, head over to the Prize Wheel and pull the lever. You're required to pull the lever 4 times before earning the Grand Prize. If you land on the Grand Prize early, no you didn't! Mr. Helpful will "glitch", and nudge the wheel.


FREE SPACE GALLERY
FREE SHOOTING GALLERY
FREE BALL TOSS
REMAINING SPINS
004
SPIN HERE
GRAND PRIZE
SO CLOSE
TRY AGAIN
NOT QUITE
PRIZE WHEEL

After winning the Grand Prize, and climbing the Victory Stairway, skip collecting the gift box for right now.

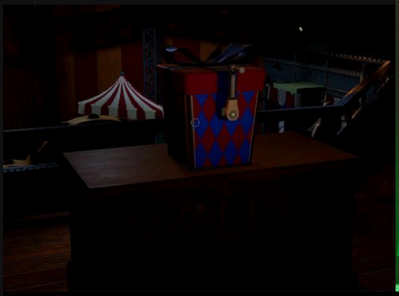

1
2
3
4
5
6
7
8
9
0

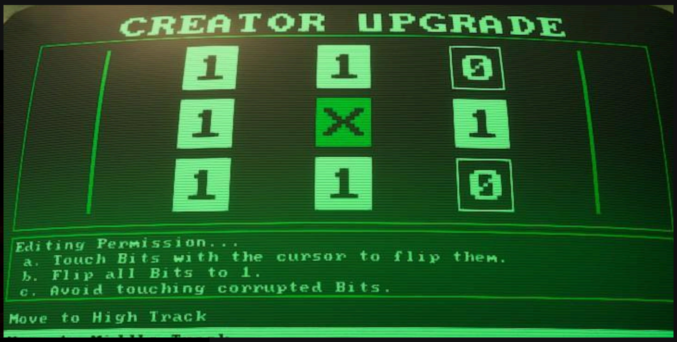
Head over to the keypad and check the symbols. Every symbol correlates to a mannequin, and each mannequin has a number written on their back. Follow the sequence, and input each number onto the keypad.



Enter the room, and head up the staircase. There, you will find another Inventory System, where you can deposit the gun.

Upgrade your Data Diver to creator permissions, and backtrack to collect the Grand Prize we skipped.





CREATOR UPGRADE

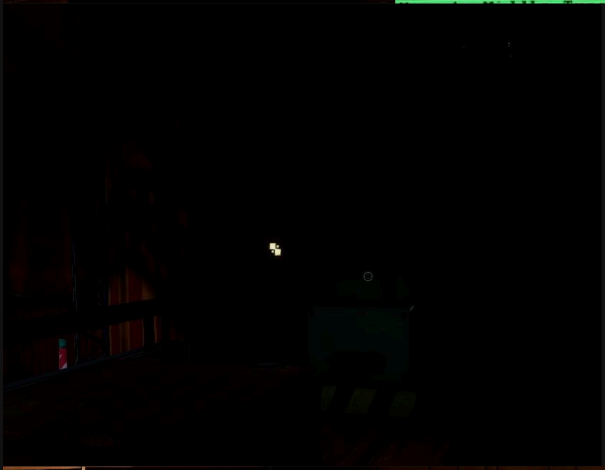
1	1	0
1	X	1
1	1	0

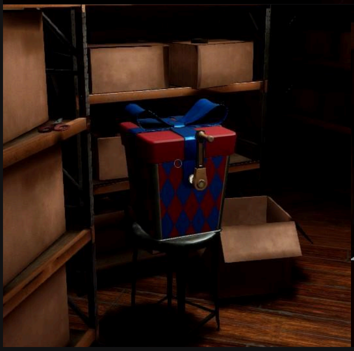
Editing Permission...
a. Touch Bits with the cursor to flip them.
b. Flip all Bits to 1.
c. Avoid touching corrupted Bits.

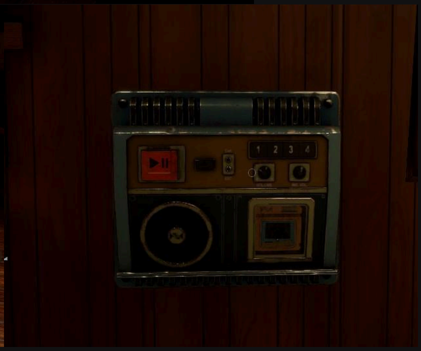
Move to High Track

Once deposited, backtrack *again* and find the Security Door. With your new Creator Permissions, you can unlock this and collect the "Fredbear Pizza Maker".

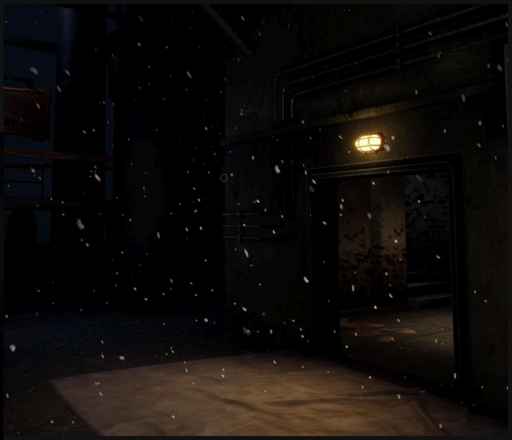
Finally, make sure to listen to this last Audio Log next to the Inventory before continuing onto the next segment of the game.

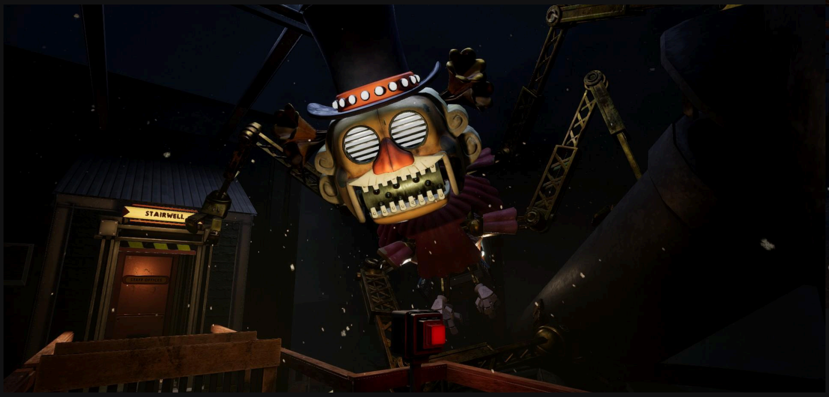




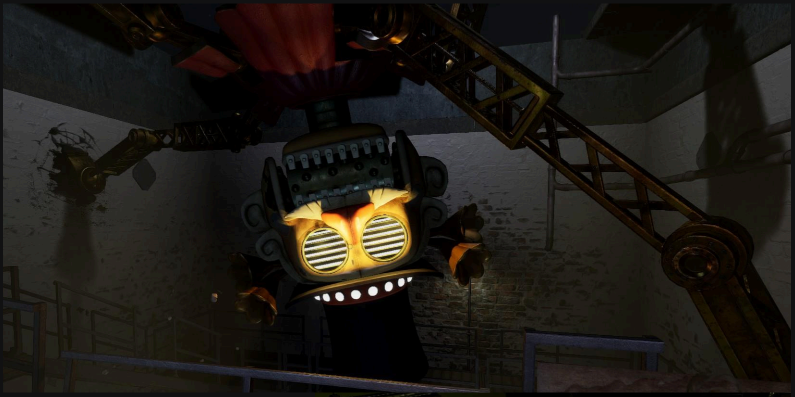


To access the roof, follow the linear path until reaching the outside. Keep going until you find a doorway leading onto a series of catwalks. Upon pressing the big, red button, Big Top will appear and initiate the next chase.

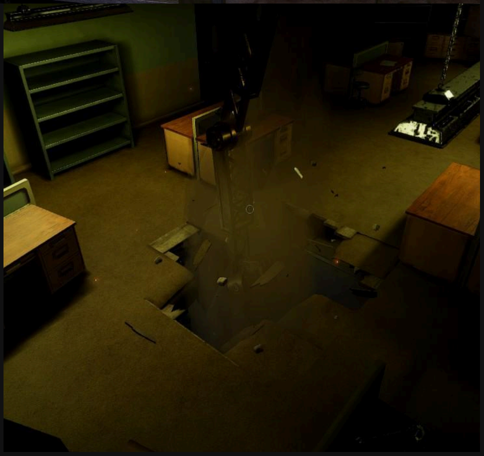




When the wood fence drops, make your way towards the Stairwell door, and use your Data Diver to open it.



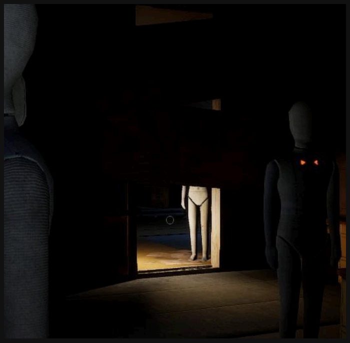
Phase 1 of the chase has started. Big Top will break through the ceiling and climb down the stairway, destroying everything in his path. Sprint down the stairs, and into the next doorway.



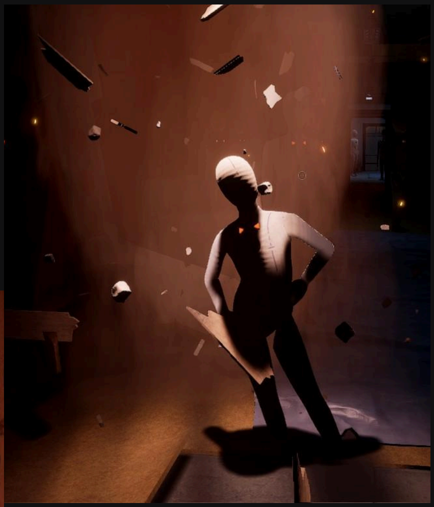
Big Top's arms will smash through the ceiling, blocking forcing you to take a randomized pathway. Approach each entry with caution and check for alternate routes when necessary.

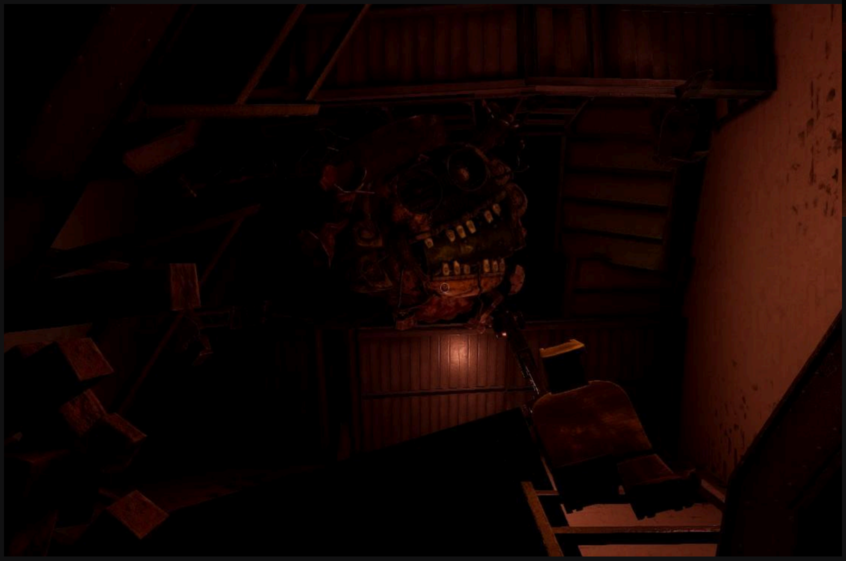
Phase 2 begins after jumping into the hold Big Top made, crawling through the floorboards, avoiding Big Top's grasp once again.

After making your way through the crawl space, you'll find yourself in a room full of mannequins. The game tricks you into believing the mannequins will alert Big Top to your location, however Big Top will only attack if you linger next to a mannequin for too long.

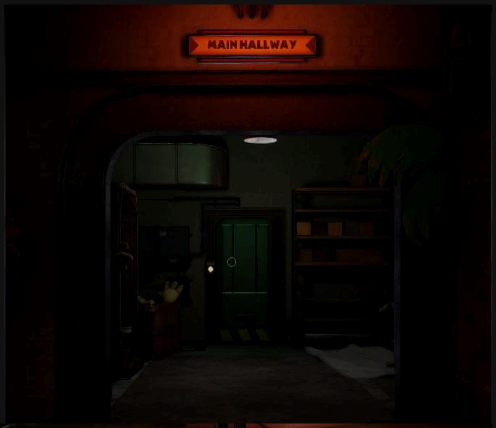


Phase 3 begins when climbing under the boarded door. From here, Big Top will continue slamming hands through the ceiling. When entering the dark hallway, Big Top will place a mannequin on your left side. Make sure to run right, cautiously avoiding the other obstacles in your way. The chase will end once you've made it out the door, and greeted face to face with Big Top one last time.

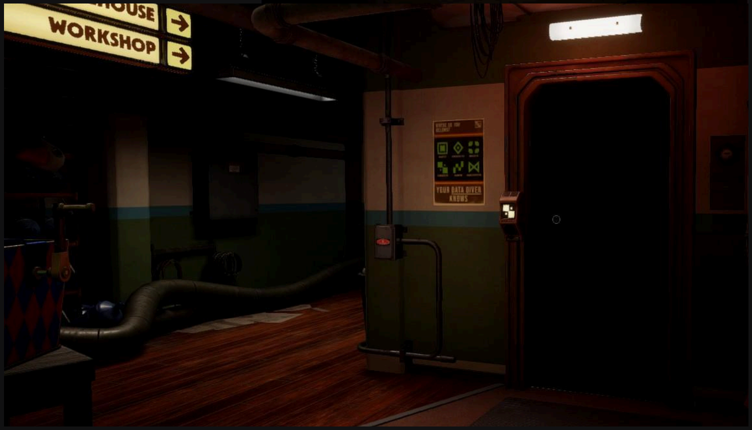


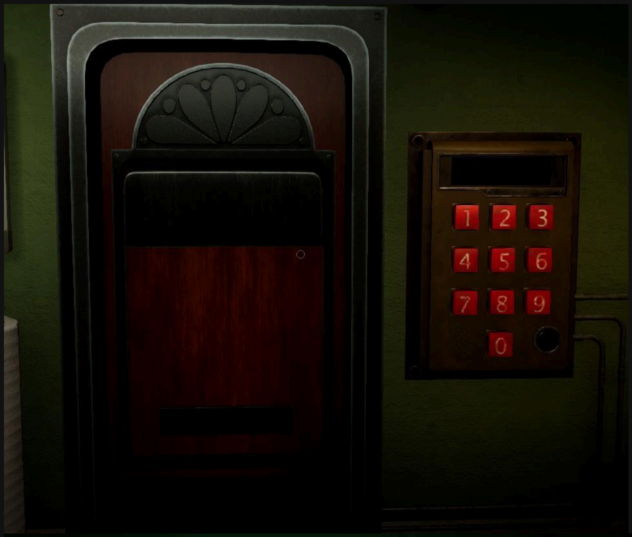


Once you've awoken from the chase, Dispatch will instruct you to return to the Security Office as the reality of the situation sinks into Arnold. Dispatch locates a new upgrade station in the Demonstration Theater, only accessible via the Workshop. But before that, we've been given access to dozens of new collectibles we need in order to progress.


MAIN HALLWAY

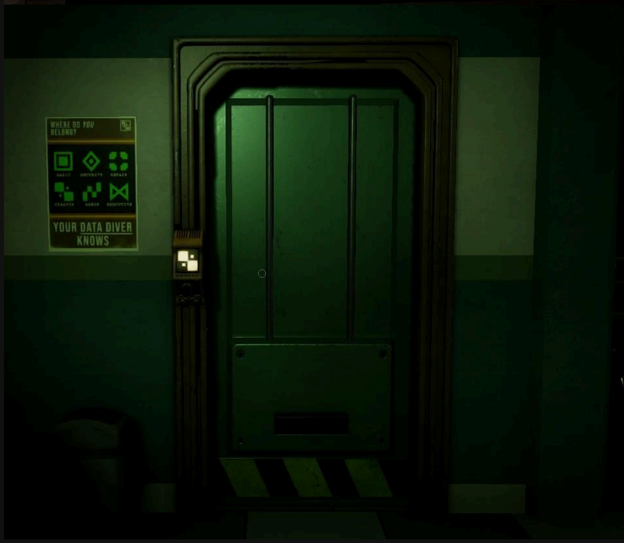
Enter the Main Hallway and open the Security Door on your right. Collect the Ranger Army Knife, and continue down the hall into the Passcode Door we unlocked earlier.

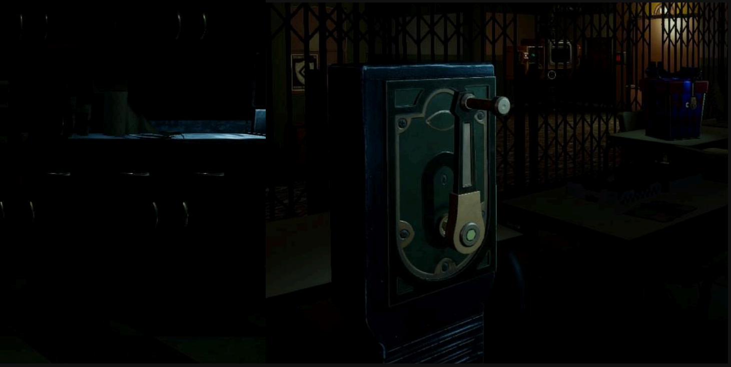

WORKSHOP
YOUR DATA DIVER KNOWS


1
2
3
4
5
6
7
8
9
0

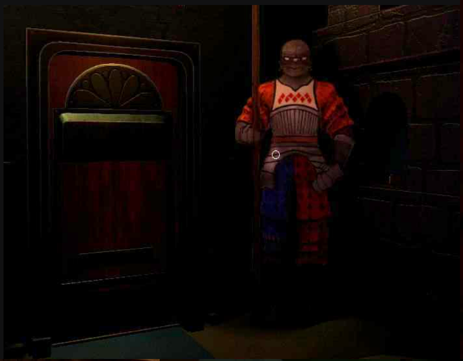
In the Kitchen, unlock the Security Door which leads into the Dining Area. Use the Hand Crank to open the gate, deposit the "Ranger Army Knife," into the nearby Inventory, then turn back to retrieve the Kiddy Sewing Kit.

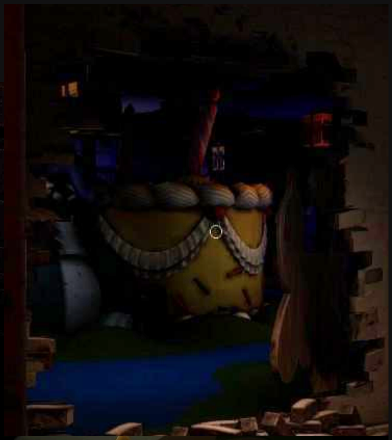
Once stored, take the elevator up to the Manager's Office again.

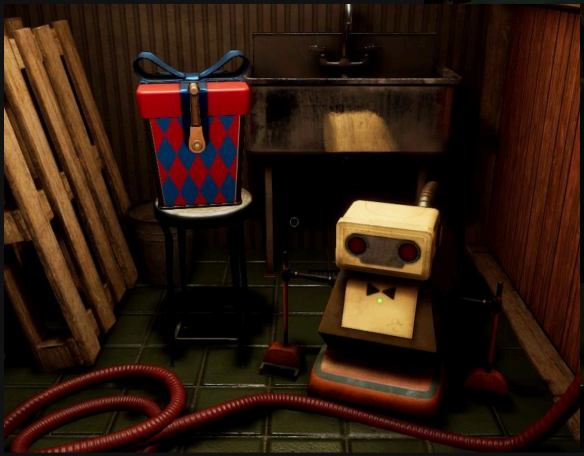

WHERE DO YOU BELONG?
YOUR DATA DIVER KNOWS

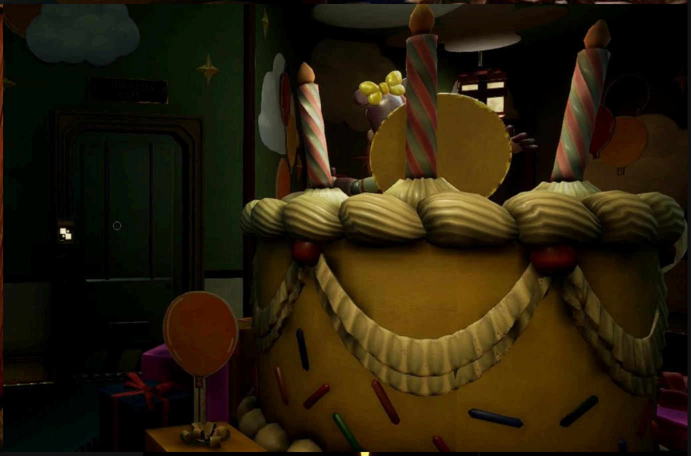


The Birthday Showroom (the hole in the wall, where you first encountered Jackie) and proceed into the doorway adjacent to the castle walls. You'll find a door labeled Employees Only, where you can find the Toy Phone collectible. Deposit this toy inside the Showroom Lobby second floor office, where you find the Audio Log of Edwin meeting Fiona.





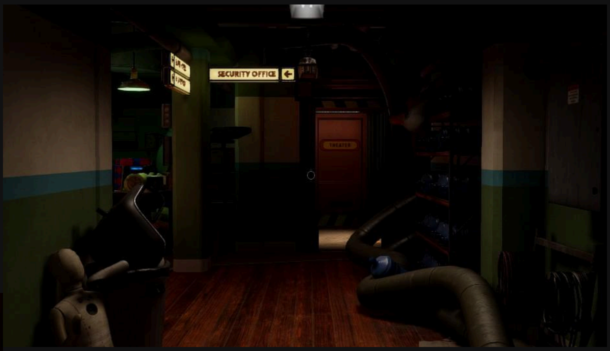


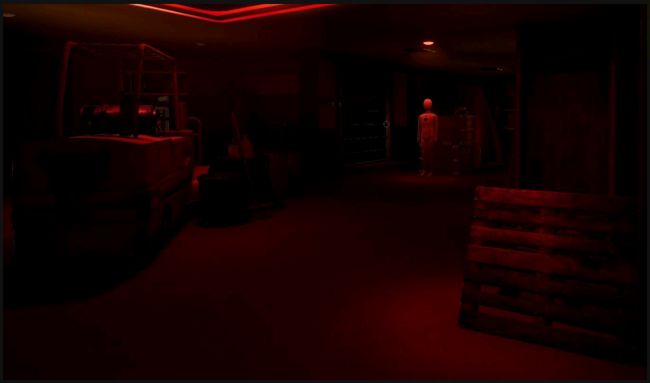


Once this is deposited, enter the Storytime Showroom. Once inside, the Mimic will activate nearby the Staff Doors. Hide in the locker and wait for Mimic to either go around a corner, or walk into the main Hallway. Rather than entering the door we did last time, head left, and enter the other Security Door. Collect the Foxy Hand Puppet, and deposit him into the Inventory within that same room.

Leaving this room may be more difficult, as the Mimic is still active. Feel free to take the lift and use the spare rats as a distraction, before sneaking right by.

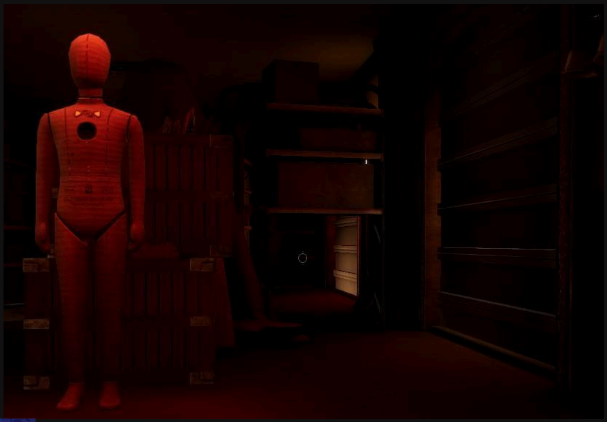
Now, retrace your steps all the way back into the Birthday Showroom, and use the Elevator to re-enter the Main Hallway. Ignoring the Workshop once again, enter the Theater and make your way into the back.

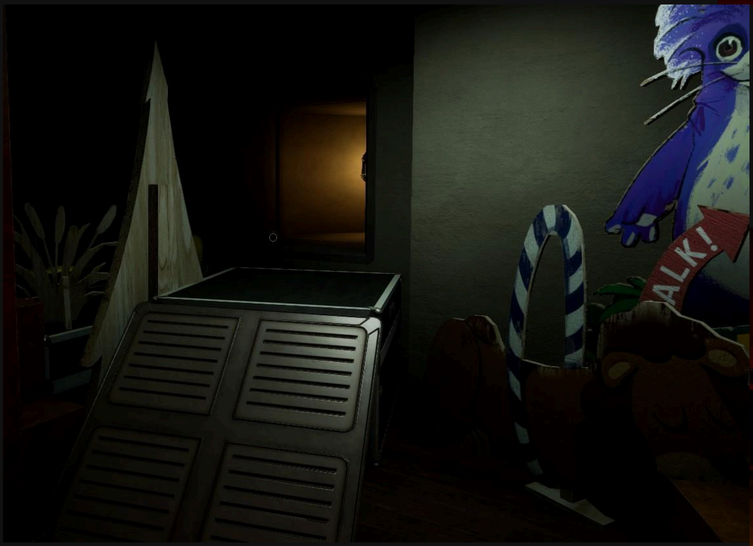




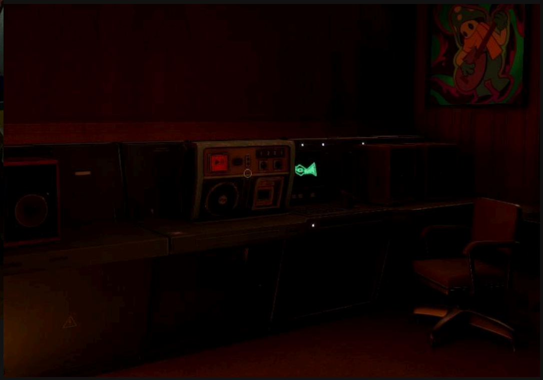
In the back of the Theater, you'll find another Conduit Puzzle. Completing this Conduit will activate the Mimic. However, you can avoid encountering the Mimic if you plan your exit beforehand.

On the right side of the Mannequin, you will find a safe space guarded by a shelf you can crawl under. As you complete the Conduit Puzzle, quickly run under the shelf and wait for the reinforced garage door to open. When they do, climb inside the vent and make your way upstairs.

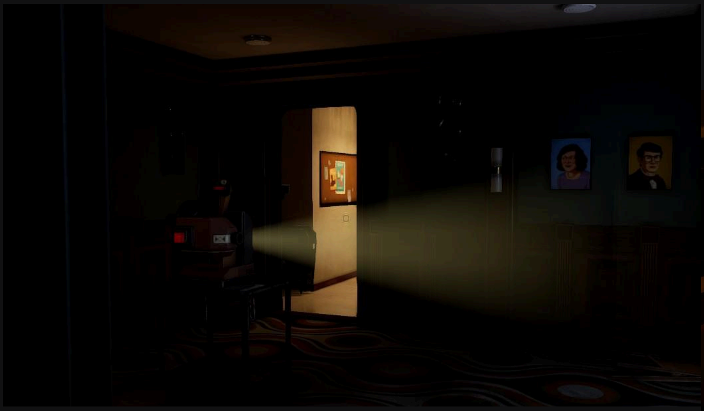


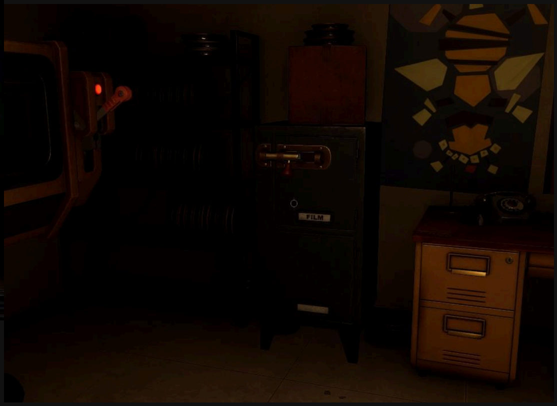


On your left, in the room labeled "Stage Controls," you will find an Audio Log.

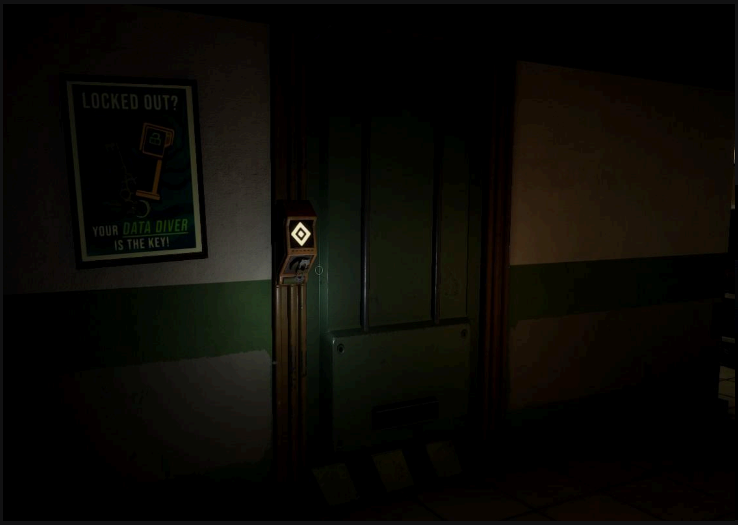


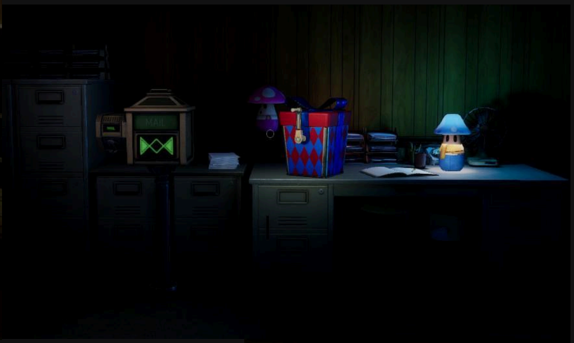
On your right, you'll find a Projection room. Enter, and in another adjacent room you will find another Film Reel. Use this room to watch any reels you've collected thus far.



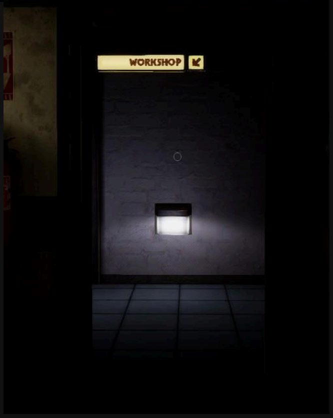


Further down the hall, you'll find a Security Door with a Mail Box and Collectible inside. Take the mail, and the Fredbear's Singin' Show collectible, and deposit them inside the Projection Room.

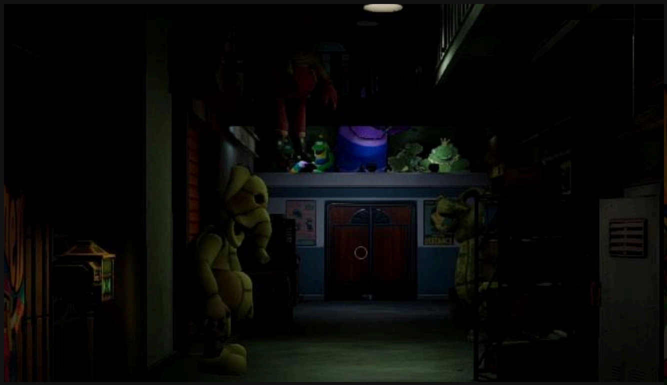


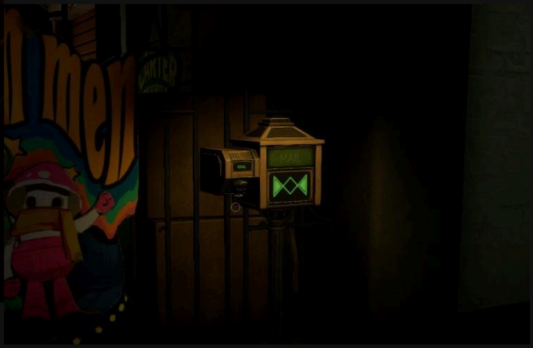


Finally, at the end of the hallway, you will find a sign leading to the Workshops. Follow this sign downstairs, and enter the workshop to continue your mission.

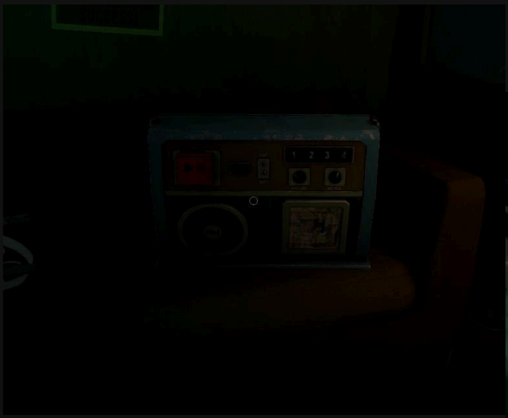


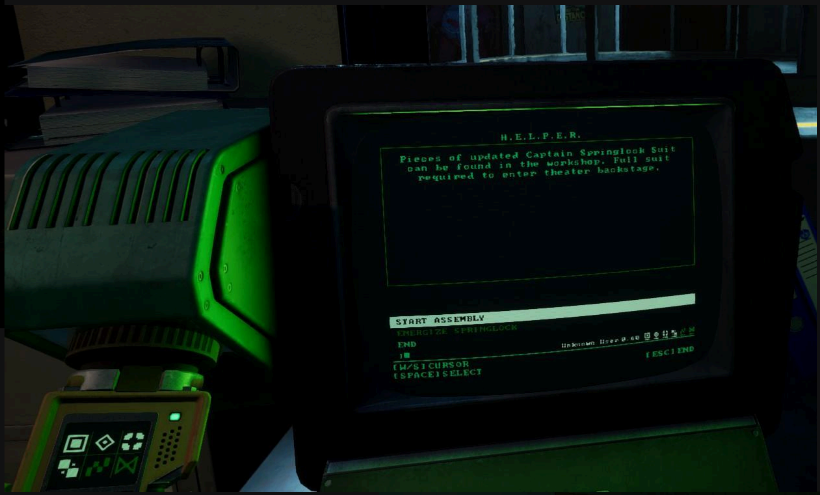
Now that you've made it into the Workshops, unlock the gate and proceed down the left hallway and collect the Mail Box before entering inside the red double doors.





Inside, you will find a Springlock Assembly Machine and control room. Enter the control room and listen to the Audio Log before entering the Assembly Machine Terminal. Select "Start Assembly" to begin the mission.

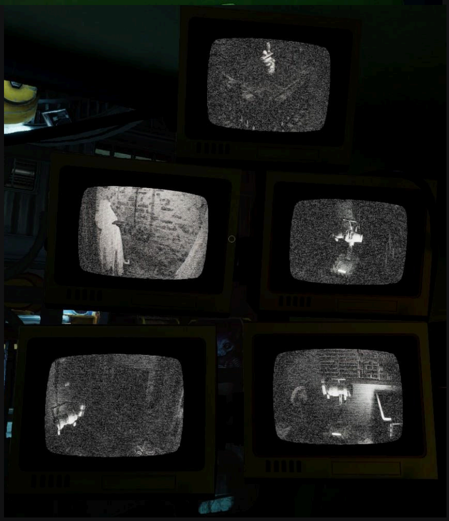




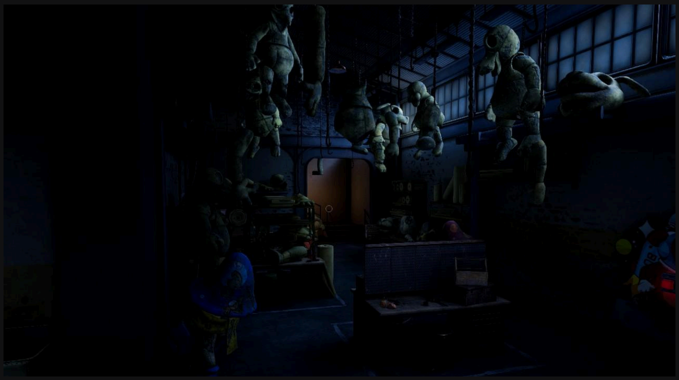
```
H.E.L.P.E.R.
Pieces of updated Captain Springlock Suit
can be found in the workshop. Full suit
required to enter theater backstage.

START ASSEMBLY
ENERGIZE SPRINGLOCK
END                              Unknown User 0.60
]
[W/S]CURSOR                               [ESC]END
[SPACE]SELECT
```

The Workshop is now accessible to you, and the Mimic is now active. In the control room, you will find a box of rats sitting next to the Audio Log. Feel free to use these to lure the Mimic into desirable areas.

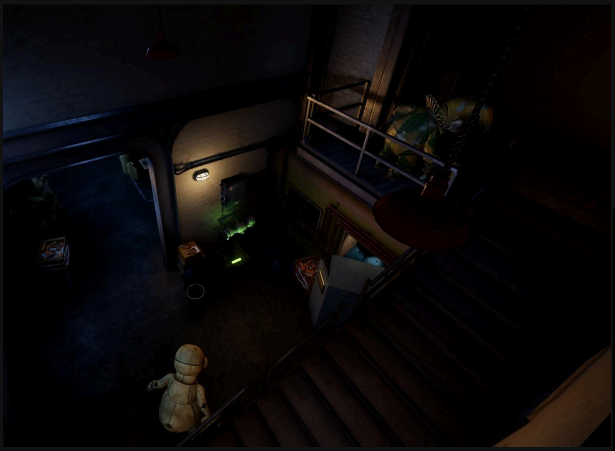
You need to collect 5 Springlock Suit parts in order to complete the animatronic. The Monitors show you where all 5 locations are in the Workshop.

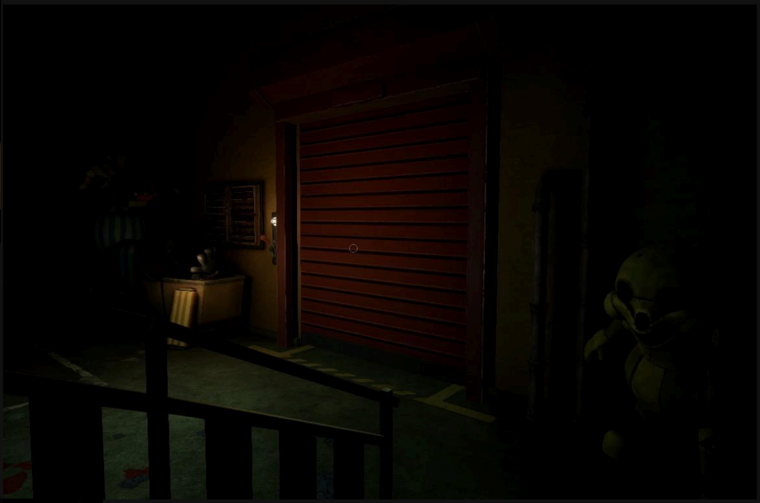


Upon entering the Workshop, throw a Rat into the main hallway before proceeding left, taking caution of your surroundings. The Workshop is massive, and not only will it activate anywhere nearby, at any time, but the Mimic is free to roam the entire perimeter as well.



Collect the Springlock part, and make your way upstairs. At the end of a hall, you'll find a staircase leading into a sewing room. While the Mimic can still hear you from inside, you can use this as a vantage point between transports. Save your springlock piece here, and open the garage door

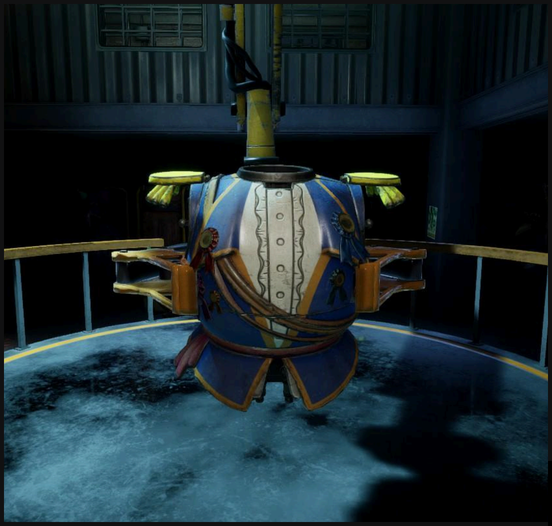




Collect the Mail Box and next Springlock limb. DO NOT open the gate in this room, as it will give Mimic an advantage over you.

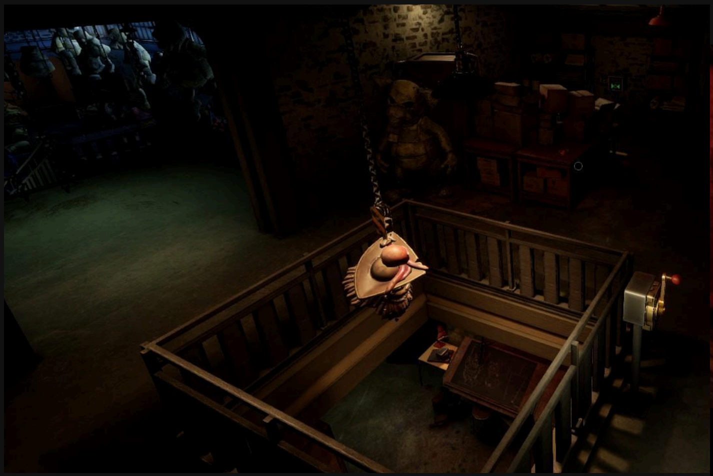
Open the other garage door in the Sewing Room, and throw a toy rat into the room with the mail box. The Mimic will not hear you when targeting a distraction, so take advantage in its brief moment of vulnerability.

Take the springlock part back into the Assembly Room, and place it onto the torso. Take this moment to grab another Rat from the Control Room, as the Mimic will typically despawn a little after placing the springlock piece. Repeat this process until the Sewing Room is empty of all 3 springlock parts.

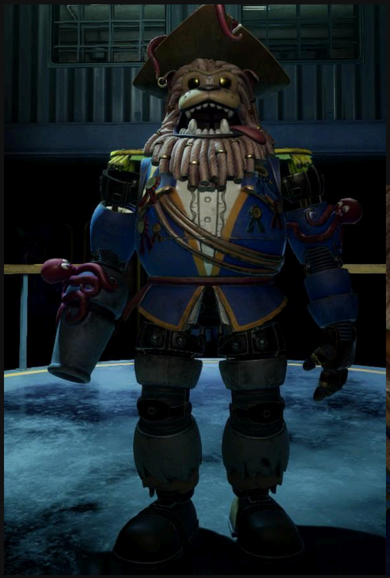


Head upstairs and collect the next Mail Box (BE CAREFUL OF CHAINS). The Head is suspended to a chain. You can lower it with a hand crank.

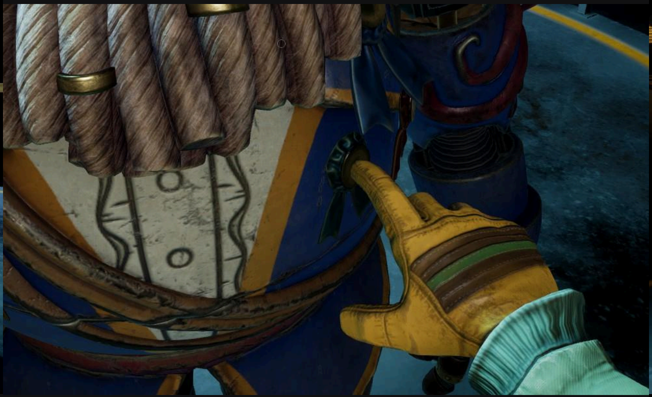
Once it’s lowered, throw a rat down the hole to ensure that Mimic is nowhere nearby. Use the nearby catwalks to make your way to the Sewing Room once again, continue the strategy, once again being cautious of where the Mimic is.



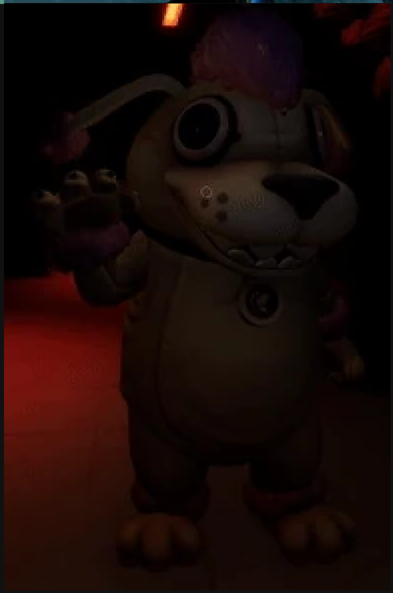
Only one springlock piece remains. Return this to the Assembly Room, and we can complete the Springlock Suit.



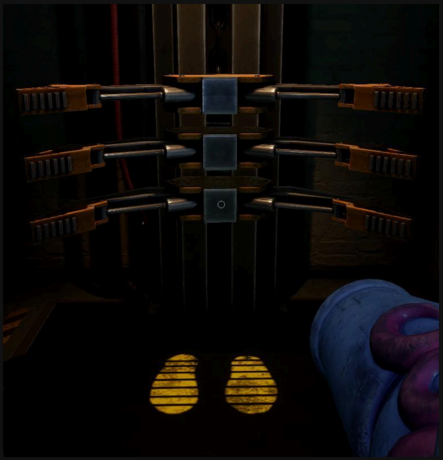
Enter the Control Room Terminal and select "Energize Springlocks." You can now enter the Springlock Suit! Simply click on the suit, and watch as Arnold climbs inside.



The Springlock Suit comes equipped with a Hand Canon, which can be used for an upcoming minigame. Press left-click to shoot. Right-click will exit the suit.



The Springlock Suit functions similarly to Glamrock Freddy in *Five Nights at Freddy's: Security Breach*. The Mimic cannot see you inside the Springlock Suit, however, you cannot interact with the environment, effectively making this suit a locker with legs.

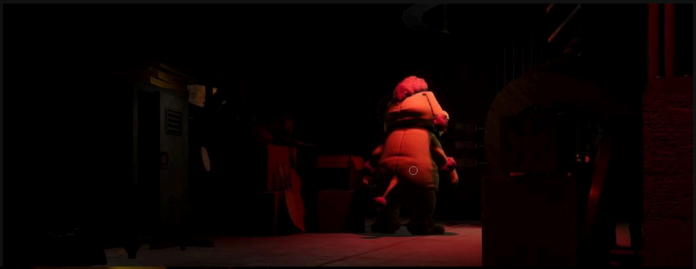


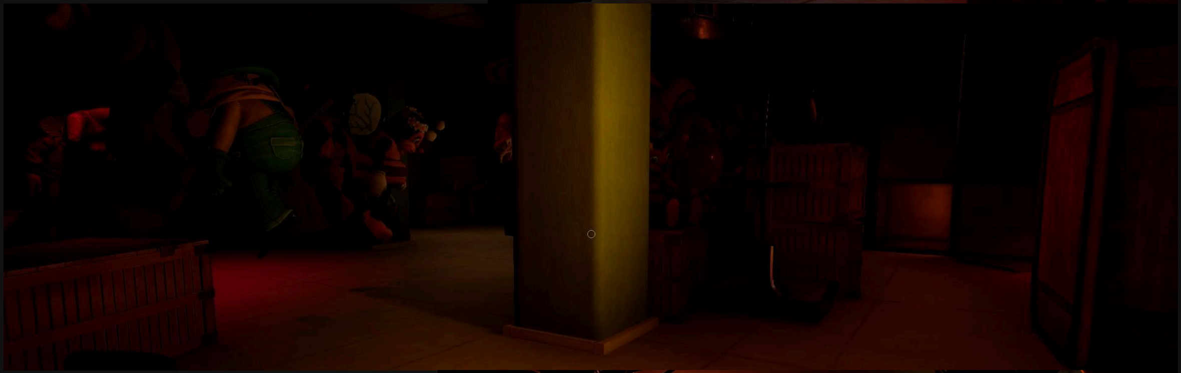
To continue the game, approach the lift, and it will transport you into the next section.

The lift will drop you in a transitional space. As you approach the second lift, the power will cut, and the Mimic will approach. Remember, it cannot see you unless you exit the suit.

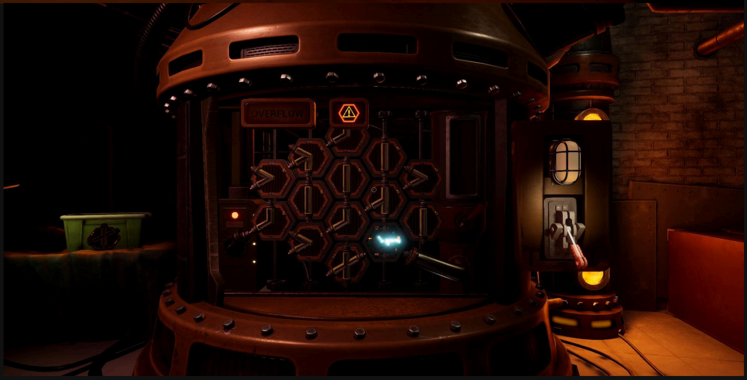
Use a nearby box of rats to draw the Mimic towards the lift you came from, before climbing back into the Springlock Suit and wandering into the room with hanging mascots.

Once you’re around the corner and away from Mimic’s line of sight, run through the room and search for a vent to enter.





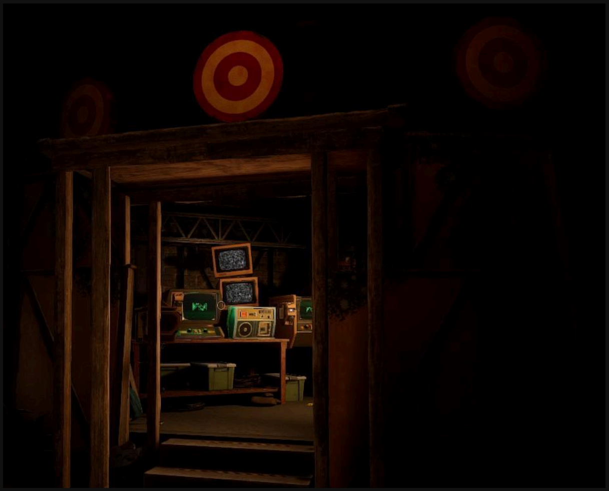
Upon entering this room, you’ll find another Conduit Puzzle - this time with a catch. A tile is missing, and can be found on a box next to the conduit.



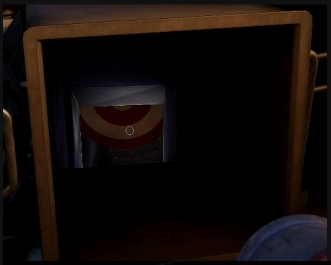
In order to solve the puzzle, you will need to reattach the missing tile. Other tiles can still be rotated, however you cannot start the timer. We can use this to our advantage in future puzzles, but for now just solve it as you would any other Conduit Puzzle.

Power is restored, however you need to retrieve the suit again. Make your way back into the main room, once again using rats to distract the Mimic. Once you’ve retrieved it, take the lift into the Theater Backstage (Don’t worry about the Security Door. There's no reason for it to be here as there are no collectibles to find).

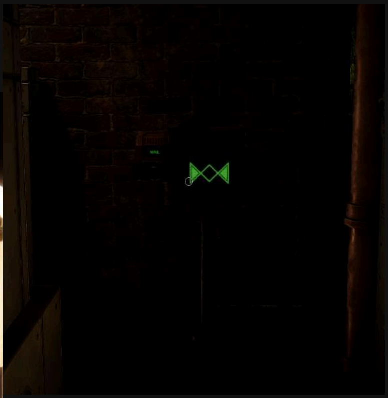
Upon landing backstage, you'll find a small office with an Audio Log and Mail Box. You may also see 3 targets above this room. These targets are inconsequential, however on your left you'll find a vent with another target inside.

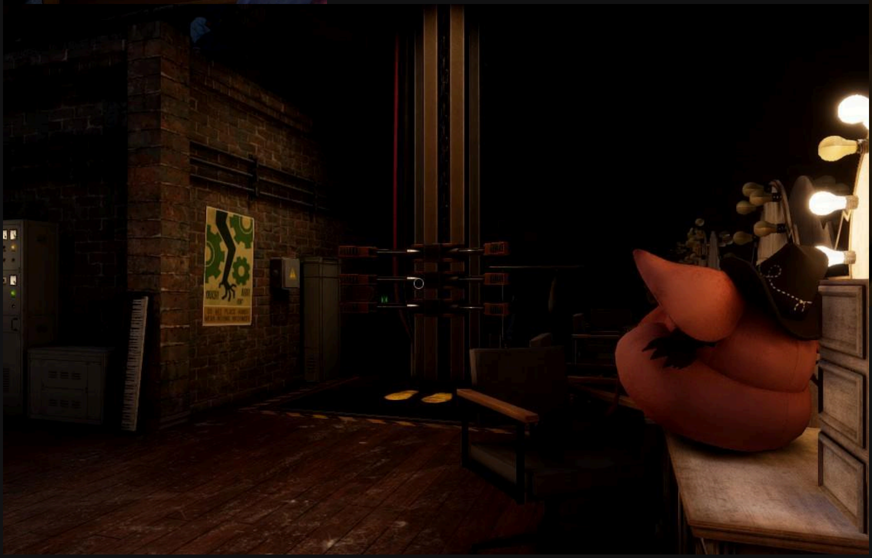


You can use the Springlock Suit's hand cannon to knock these targets down. Feel free to shoot the other 3 targets as well, to practice your aim for the upcoming section.



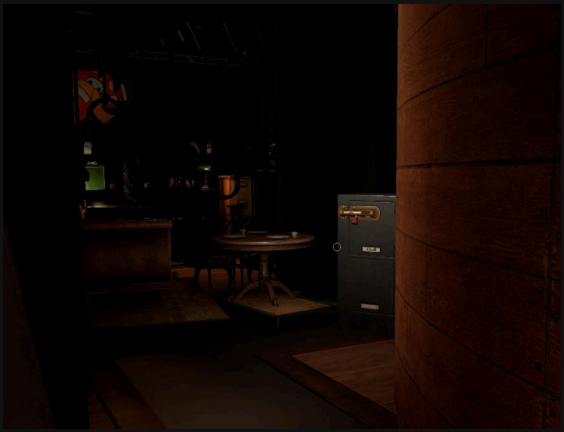
After climbing through the vent, another Mail Box can be found behind the next Springlock Lift.





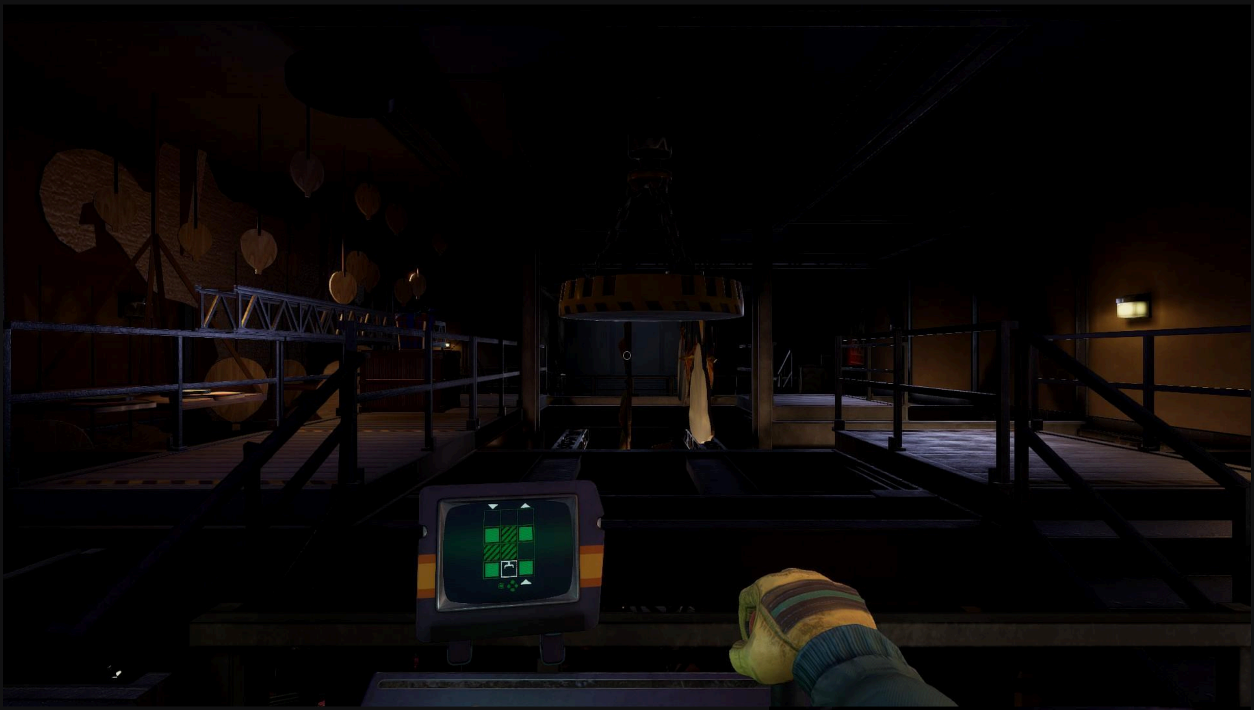
Continue onward and past the fallen vent, by hugging the right wall, you'll find another Film Reel.

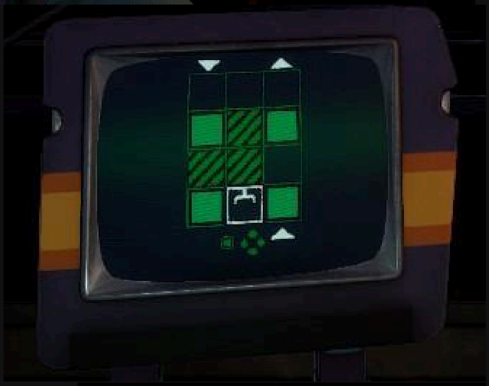
Collect this, and deposit it into the Inventory nearby the Audio Log and Mail Box we collected at the start.



After this, take the lift up to the second floor catwalks.

The Crane Game can easily be one of the most frustrating puzzle segments in *Secret of the Mimic*, and it's no wonder why. As the puzzle evolves throughout the game, it requires spatial awareness and intense strategizing in order to succeed. Fortunately, we only need to do this minigame twice(ish).

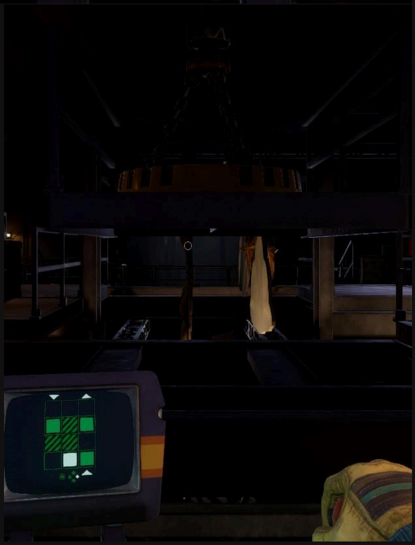




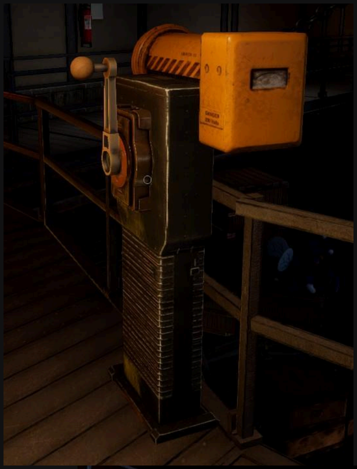
When interacting with the Control Module, the crane is controlled via Mouse Movement. On the screen, you see an aerial view of the platforms. Blank tiles are blank spaces, while Striped tiles are Off Limits.

Solid tiles are movable platforms. To either grab or place a solid tile, move the Crane icon over the desired tile and press left-click. To exit the Crane Game, press the Escape key.

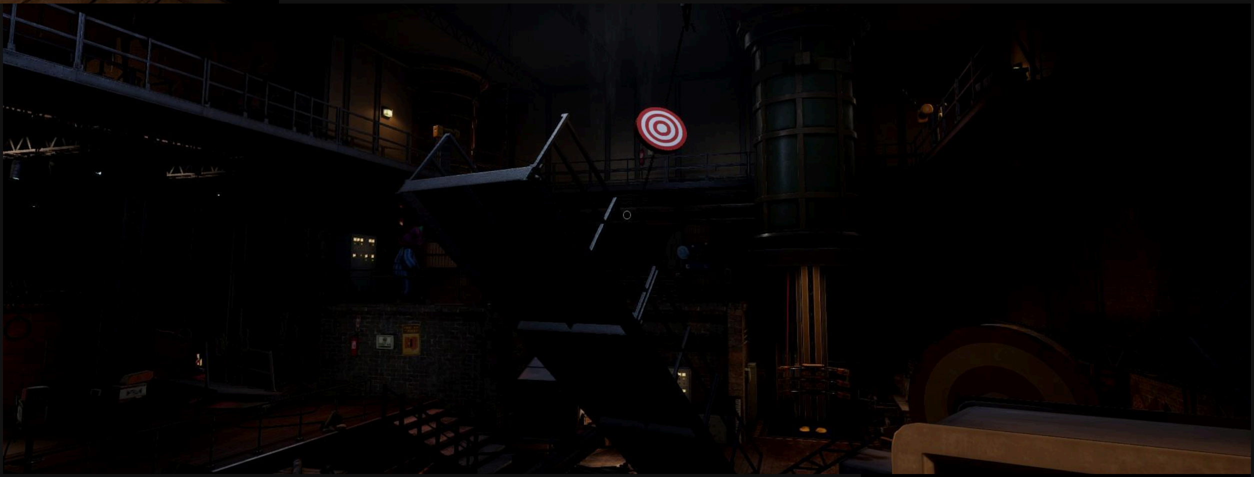
Use the platforms to create a path from your location to the other side of the bridge. You can find our solution to the Crane Game in Codes & Solutions.



Ignore the Gift Box for now, as we will come back later. In order to drop the bridge and cross the gap with your Springlock Suit, two chains must first be released. Around the catwalks are two hand cranks which will aid in dropping the bridge. The final piece that suspends the bridge is a Target, which can be shot at via the Springlock Hand Canon.



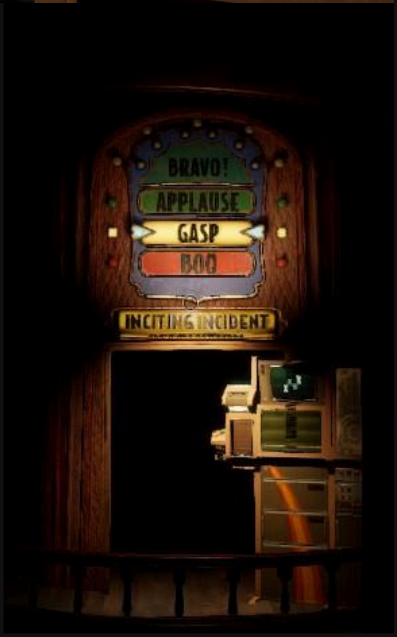
Take the lift back down to ground level, and enter the Springlock Suit. From there, enter the Springlock Lift, and enter the Puppet Show performance.



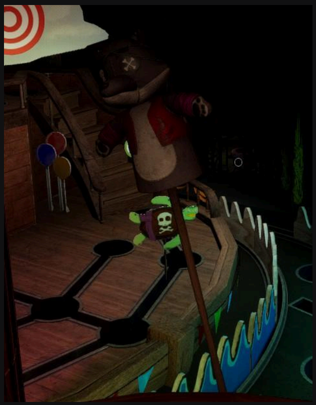
Placed behind a wall of curtains, you're now in control of the performance, starring as The Captain! Shoot the red target to start the show. Your score is ranked by Audience Reaction. When your score is at its lowest rank, a Hand Puppet will jumpscare you.

In order to increase your score, shoot the targets! Each target is worth different points, so keep track of what you shoot!

- Hanging Green Targets: 10 points
- Green Targets: 5 points
- Blue Targets: 5 points
- Red Targets: 1 point



As the show progresses, Hand Puppets will appear, obscuring your view. These puppets pose no threat, serving as a distraction. You can get rid of these puppets by shooting at them 3 times.



As the show reaches its climax, Mr. Rocktopus will crash the party. In order to defeat him, shoot at the targets located on his tentacles. After shooting all 8 tentacles, Mr. Rocktopus will leave, and the show will reach its Falling Action.

Ironically, just as the sign appears, the platform will collapse, and we will be transported into Doll Hospital.

Dollie

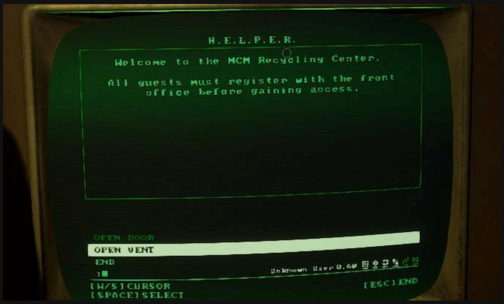
HI DOLLIE!!! HI DOLLIE!!! HI NURSE DOLLIE!!!

As you can see, we are now down in Doll Hospital! Dollie informs us that we've just suffered a springlock failure.

After consulting the manual, she determines that the most effective solution is to blend up the "foreign object" (us), use steam to soften the organic material, scooping it out, powerwash the suit, and dunk it in bleach.

As Dollie leaves the office, abandon the suit and follow the path in front of you. Unlock the door, and walk along the catwalks as Edwin presents his greatest invention - Nurse Dollie and the world's first Recycling Center.

As Dollie slides away, her programming will glitch, forcing her to constantly rotate around the arena she's in. Follow the path and enter her room, making sure to stay out of her way.



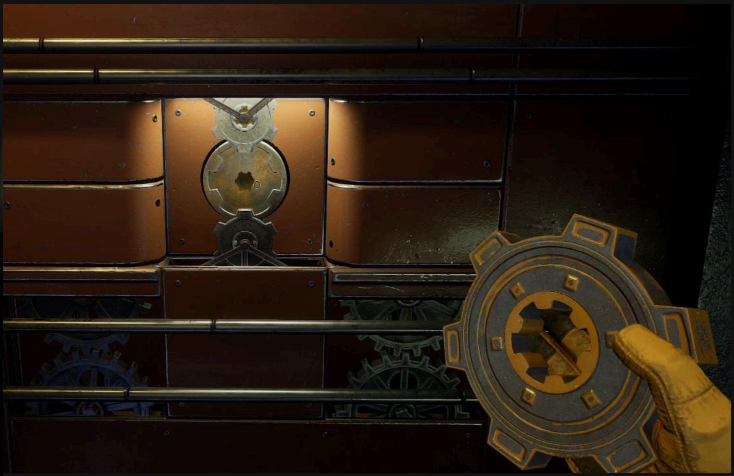
```
H.E.L.P.E.R.
Welcome to the MCM Recycling Center.

All guests must register with the front
office before gaining access.

OPEN DOOR
OPEN VENT
END
:
                              Unknown User 0.6
[W/S]CURSOR                          [ESC]END
[SPACE]SELECT
```

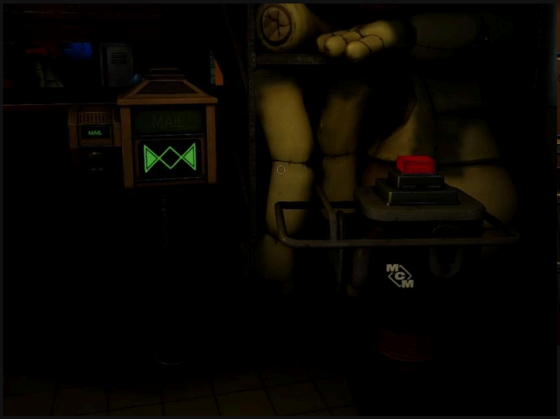
Directly in front of you is a terminal, and upon accessing it can activate a "Open Vent" option. At the other end of the room, a vent should have opened. To ensure your safety, stay behind Dollie as you make your way across the room, and into the now-opened vent.

Keep in mind that Dollie's path will update as you progress through this section. When you enter the vent, you'll be greeted by a familiar friend, before collecting the gear he's holding.

Place the gear on the Doll Hospital door, and proceed back towards the Terminal to press the “Open Door” button. You’re now granted access to the Doll Hospital.

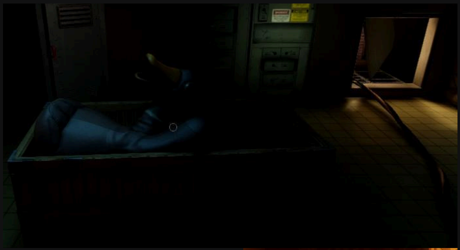
As you enter inside, Nurse Dollie will stumble from behind a corner, now worn by the Mimic. Nurse Dollie’s AI works no different from base mimic, so any tactics you’ve developed throughout the game so far will still work against her.

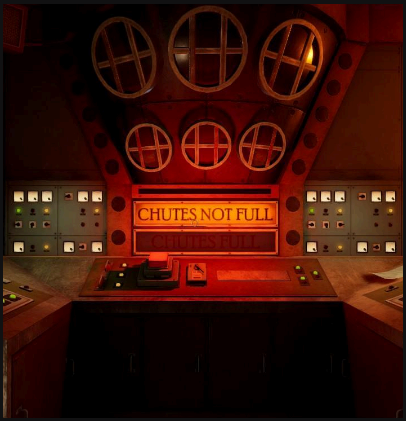




Upon noticing her, turn right, and enter the Security Door, leading to the next area. As you enter, collect the Mail Box, and activate the MCM Jackhammer before sprinting across the room, and hiding behind this wooden crate. Dollie will storm in, buying you enough time to restart the generator.

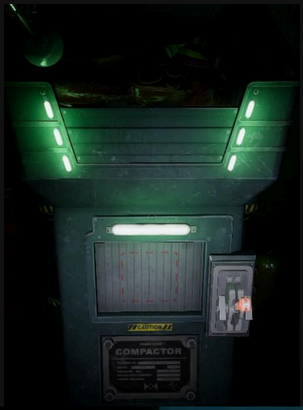
Upon restarting the generator, the nearby vent should be accessible. Stealth your way around Dollie and access this vent. It will lead to your designated Safe Area, and another Mail Box.

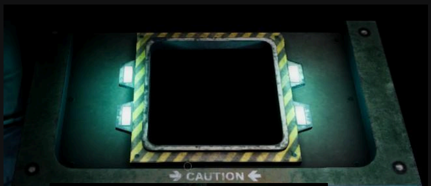




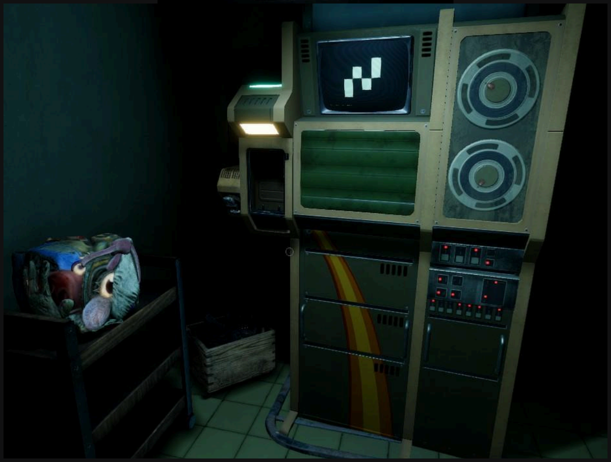
Next to the Mr. Helpful Station, a Terminal can be accessed which will allow you to re-enter the Doll Hospital. Your goal is to stuff the Trash Chute with as much garbage as you can find (6 trash cubes).

Both Trash Cubes and Receptacles can be found scattered throughout the Doll Hospital. Some cubes can be found stored within Compactors, accessed via lever. Cubes are to be delivered to the Receptacles, which contribute towards filling the Chute.





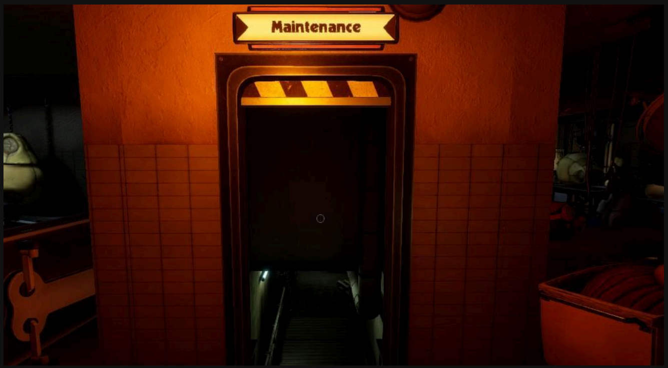
Alternatively, ANY item can be used in the Receptacles and contribute towards your objective, including Rats.



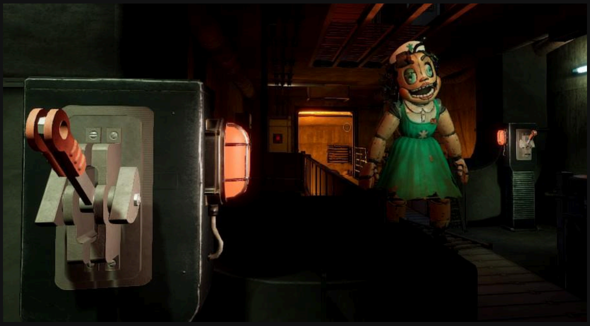
As you reenter the Doll Hospital, proceed to the right and begin scanning the area for trash. At the far end of the hallway, you will find an open door with a vent which leads into an adjacent room. Within this room is another Mail Box, and the Admin Permissions upgrade for your Data Diver tool. This Upgrade Station adds a new Bit Type - an "X". Colliding with this new bit will restart the game.

Upon completion, you will find a Rat Box within this room, and a Trash Chute outside the room. Feel free to take advantage of this, or challenge yourself by completing the level as intended.

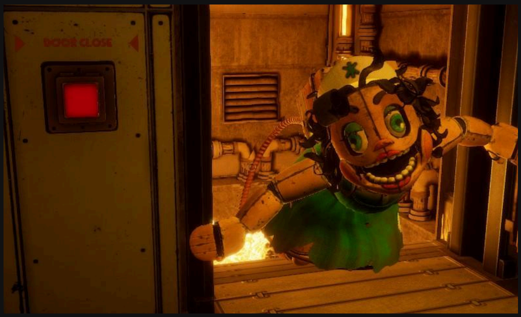
When you've filled the Trash Chute, the Maintenance Door will open, and we can finally take care of Dollie. Adjacent to the room with the Upgrade Station, another vent can be found on the wall. Taking this vent will lead to a room covered in chains. Use these chains as a distraction



Upon entering, you'll find yourself on a Conveyor Belt, face to face with Nurse Dollie herself. On your sides are levers. Pull them to release trash, causing Dollie to stumble.

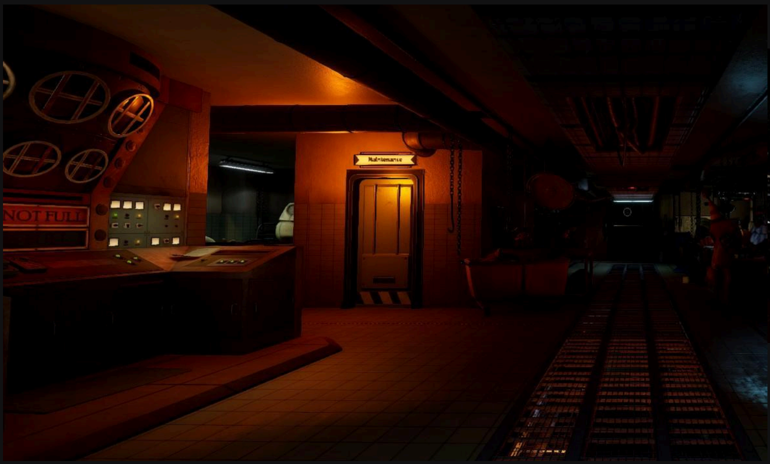


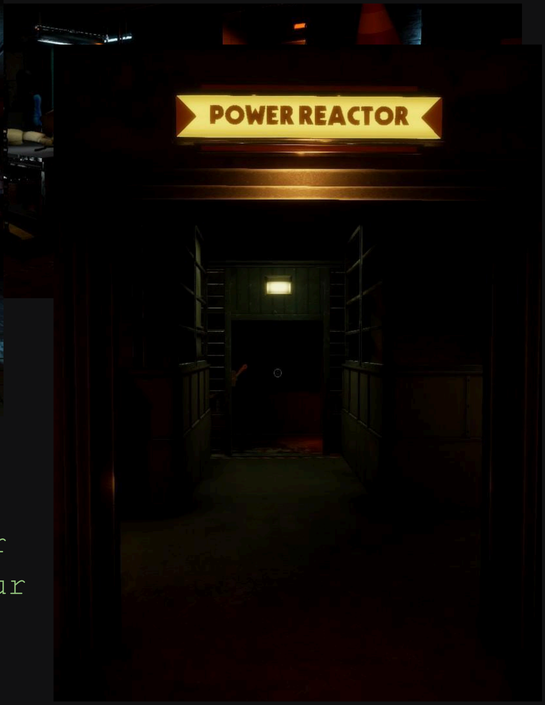
Space out trash placements. Shooting trash too quickly will cause multiple to hit her, which only wastes time. Trash will regenerate after about 15 seconds.



Eventually, Nurse Dollie will slip into the Furnace, grabbing the walls for support. You've only got 10 seconds, so take advantage of this. Press the Red Button next to her to finish the job (bye dollie…).

With Nurse Dollie dead, if you hadn't already, another Mail Box is located within the main Doll Hospital room. To collect it, reenter the Doll Hospital and head straight and turn at the hanging Birthday Puppy.

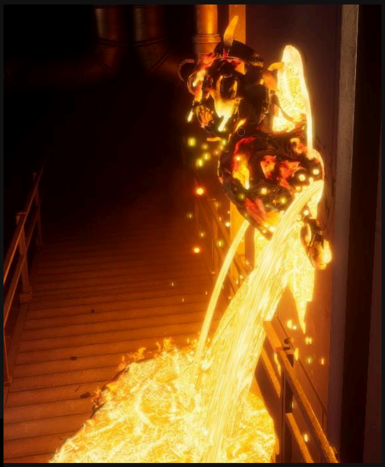




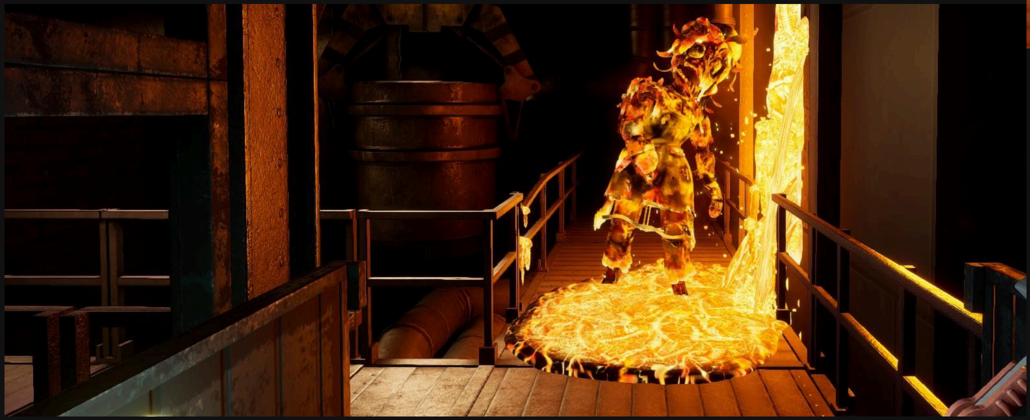
Once you've collected everything here, reenter the Safe Room, access the Terminal, and activate the Power Reactor Core. Just follow the path, and make your way onto the next chapter.

STANC

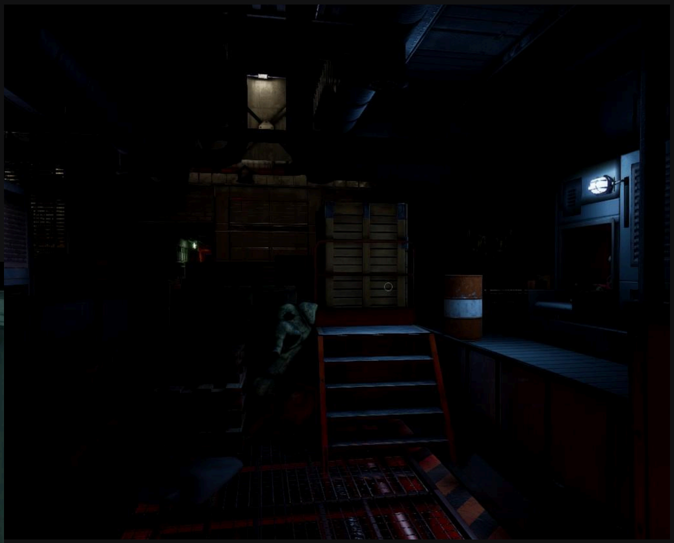
When stepping into the Power Reactor and traveling down the elevator, you'll find gallons upon gallons of molten scrap metal as part of Edwin's recycling system. Any old or broken parts get sent into the furnace and used for the buildings Power Sys- OHMY GO D SHE'S BACK!!!

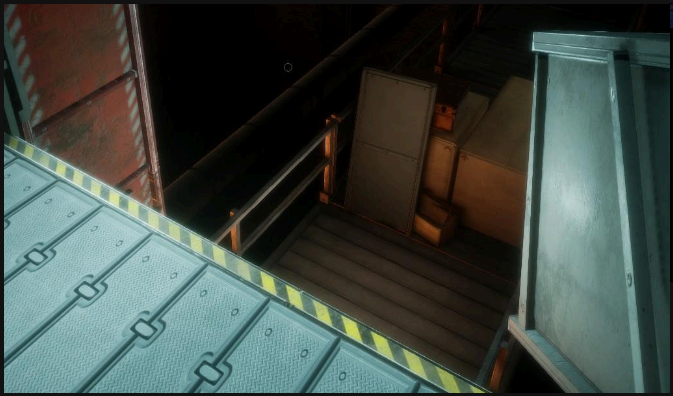


As Molten Dollie turns to face you, the lift gate will open, initiating the chase sequence. Quickly turn left and evade her.



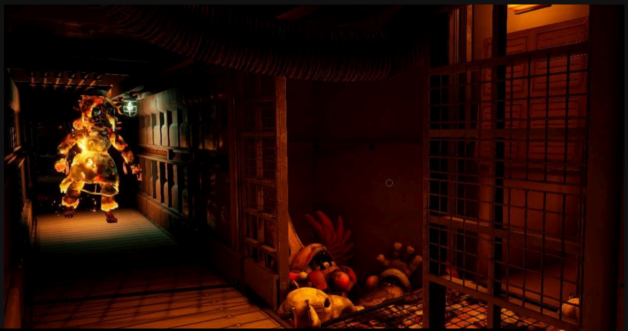
On your right side, a stairway leads up onto a conveyor belt. Dollie misses her mark, running past and smashing all boxes in her path. Keep going until a gap on your right side opens up, and jump down.



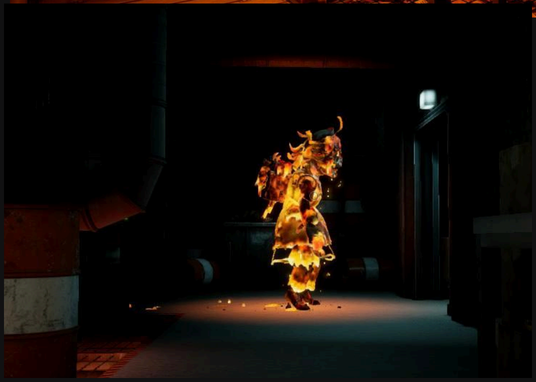


Just follow this path until you enter the next conveyor belt, where Dollie will jump on at the other end, heading right towards you.

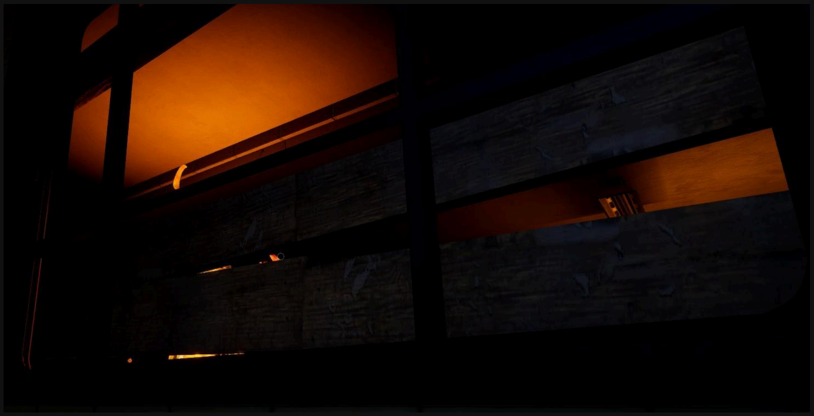
Highlighted by orange is a gap in the wall, with a vent you can use to escape. Climbing through this vent will transport you into Phase 2 of Dollie's boss fight.



Phase 2 puts your stealthing abilities to the test, so be sure to stay out of Dollie's sight no matter what. Upon seeing Dollie in the next segment, stay hidden and wait for her to turn the corner.



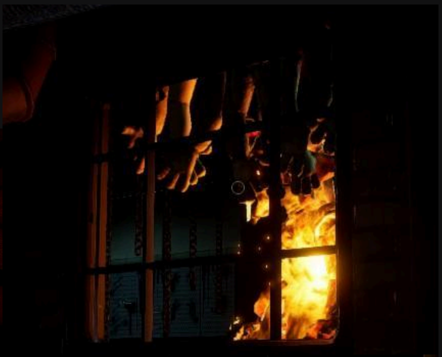
As you sneak past her, be wary of the many chains dotted around the hallways. One wrong move, and Dollie will catch you.



As you walk in front of the windows, take cover by strategically utilizing the boards, obstructing her view.

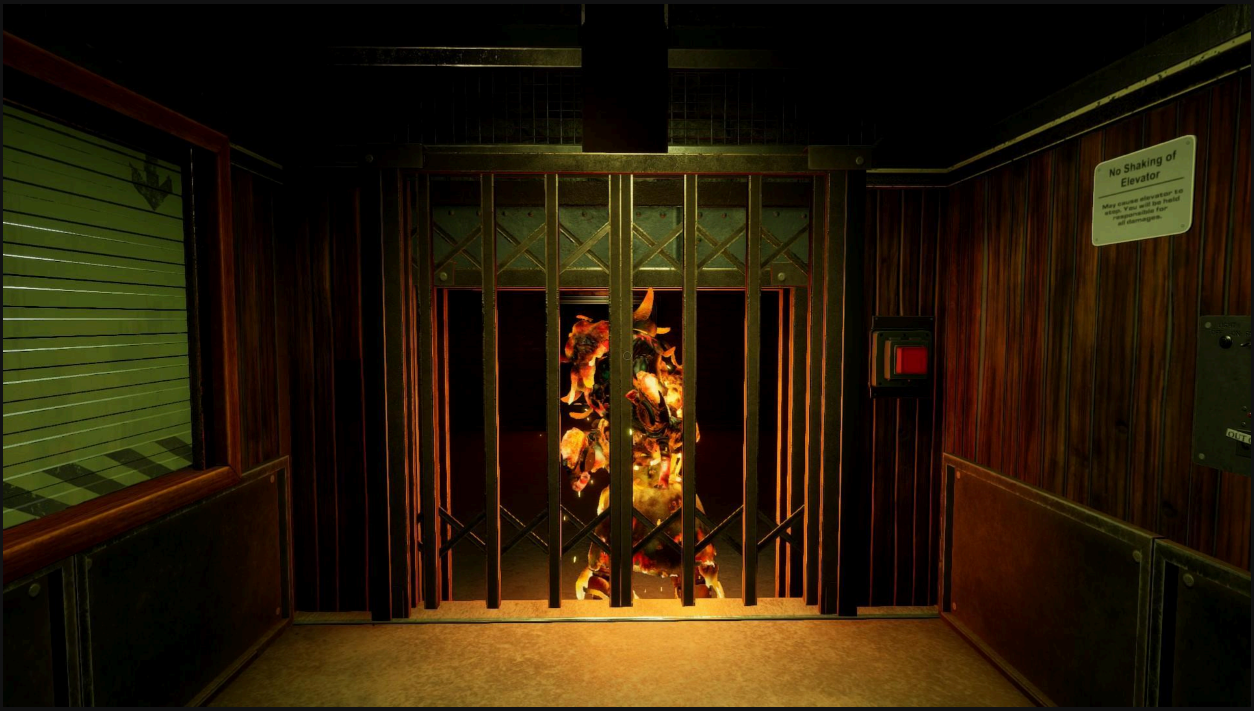
Upon passing the second window, Dollie will exit the room, scanning the hallway. Stay behind the corner, as Dollie could easily spot you from where she is.

Carefully make your way towards the next room, right in front of Dollie. While her view is mostly obstructed, there's still gaps she can peer through.

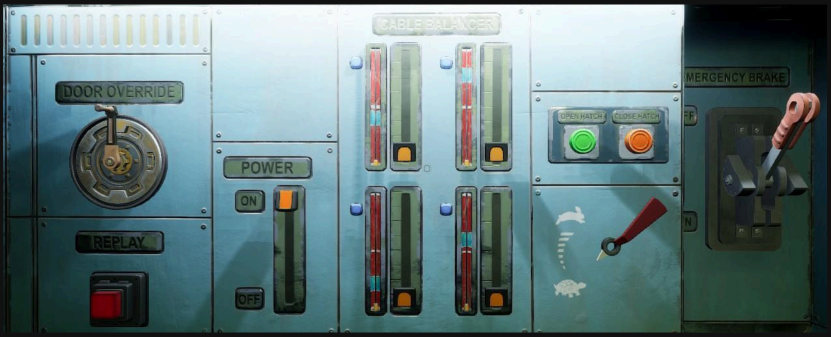


Carefully climb up the stairs, and around the corner. Dollie's view is once again obstructed, though more chains hang from the ceiling.

Finally, once entering the Elevator room, press the button and wait for it to come. The elevator will break, and Dollie will be alerted, so be prepared to run inside and press the other red button inside.


No Shaking of Elevator
May cause elevator to stop. You will be held responsible for all damages.

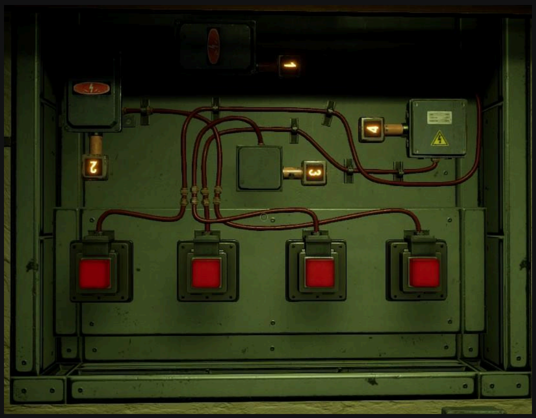
After taking the elevator, narrowly escaping Dollie for a second time, the elevator will halt before Fiona explains you must repair the elevator from within. On your left, a hatch will open with all the controls needed to restart the elevator.



First, pull the lever to engage the emergency brake, and turn the power off.

Next, rebalance the sliders until each weight is within the blue. You'll know you're finished once a blue light turns on.

After this, turn the Hand Crank and press the "Open Hatch" button. Just like our first Elevator Repair, we must press a series of buttons that correspond with the code Fiona tells us. Listen carefully, remember her sequence, then press the corresponding buttons.

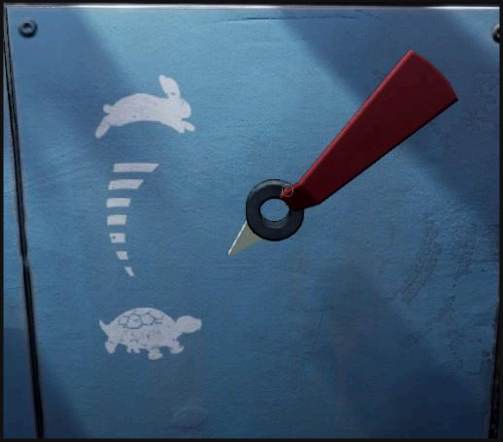


Once complete, press the orange "Close Hatch" button before turning the Hand Crank again. Power the elevator on again, disengage the break, and you're complete!

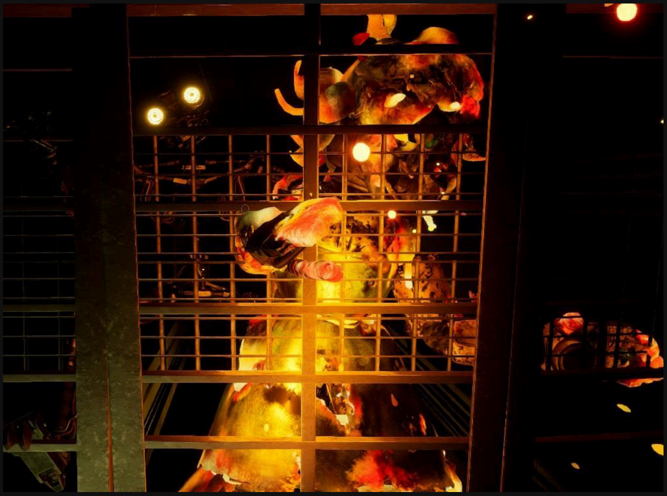
As you continue your ascent, look up! I'm sure nothing bad will happen agai- HI DOLLIE!! HI DOLLIEE!!! HI NURSE DOLLIE!!!!

As you might've already guessed, we're now on Phase 3 of Dollie's boss fight! We need to repair the elevator one last time in order to finish this chapter of the game.

Just like last time, pull the emergency brake, and power it off. Then, realign the balances. The only difference is that you pull this lever in order to accelerate the cabin's speed.



When you’re finished, power on the elevator, disengage the Emergency Brake, and you’ve finished the chapter!

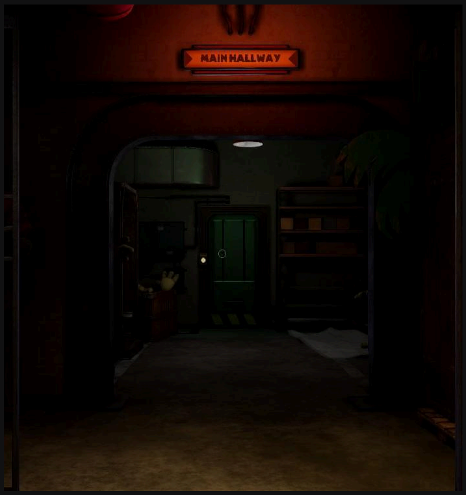


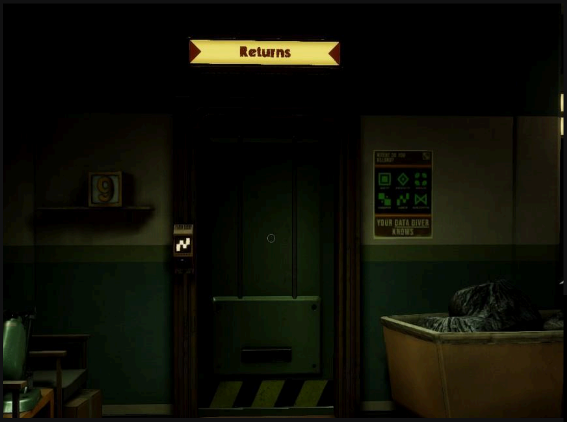
Look carefully! You can catch a glance at the Mimic Endoskeleton escaping from Dollie’s shell!

After this, head upstairs, and we can start hunting for some more collectibles.

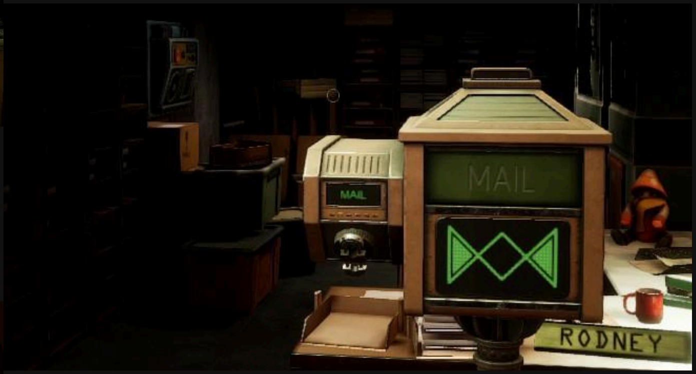
As you reenter the Security Office, Dispatch will tell you that you've almost completed your mission, and your last stop is the Warehouse - the room you've stood in front of this whole night.

The Mimic's blueprints are kept within the Executive Suite, only accessible via the Admin Wing (Check the monitors for a quick surprise). But before we head there, let's sweep around MCM for any more collectibles we might've missed.

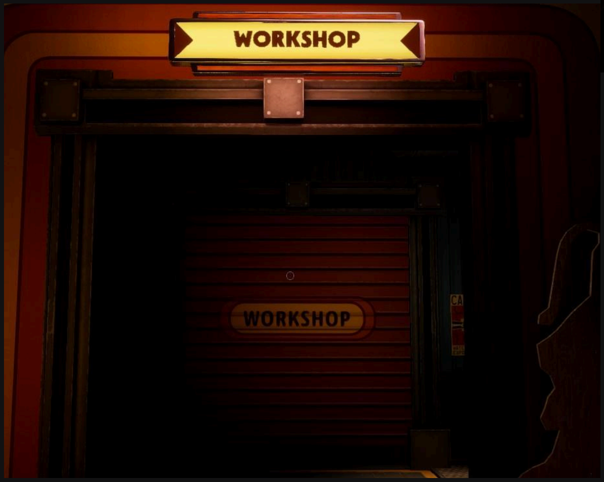




Enter the Mail Hall, and head down to where the Manager Office elevator is. Turn right, and you'll find a door marked, "Returns." An Audio Log and Mail Box can be found inside.

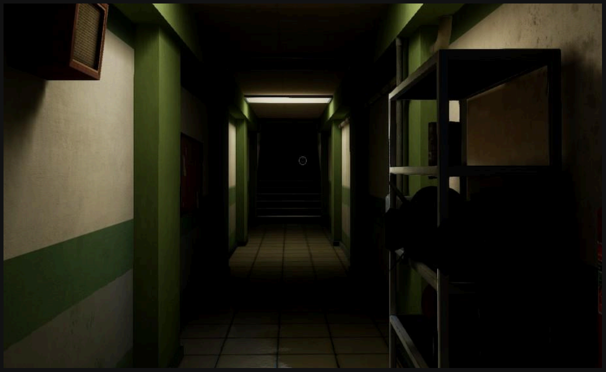


After this, turn around and enter the Workshop through the Main Hallway garage.

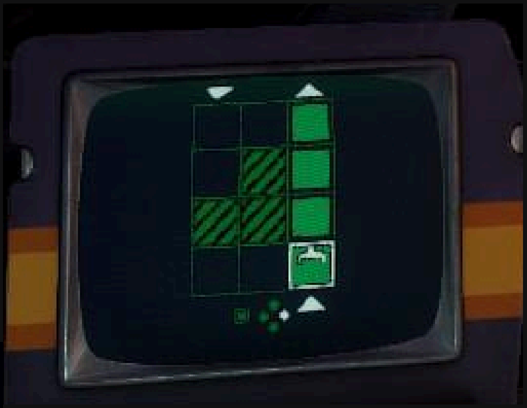


Turn left, and enter the left-side Theater entrance (marked by Creator Permissions, which we had used previously to enter the Workshop).

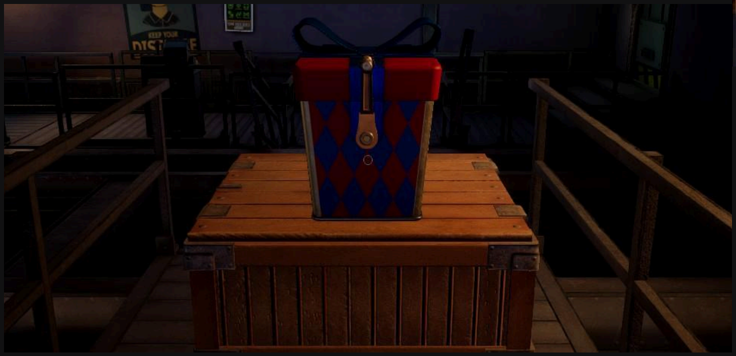
As you walk up the stairs, turn right and follow the hallway. Opening the Admin-marked doorway will lead you to the Theater Catwalks, with our previously solved crane-game.



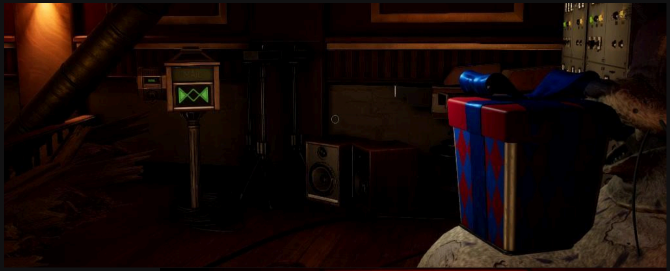
On the Puzzle Screen, an arrow will point from either side of the screen. The arrow pointing "down" is a pathway towards the next Gift Box.



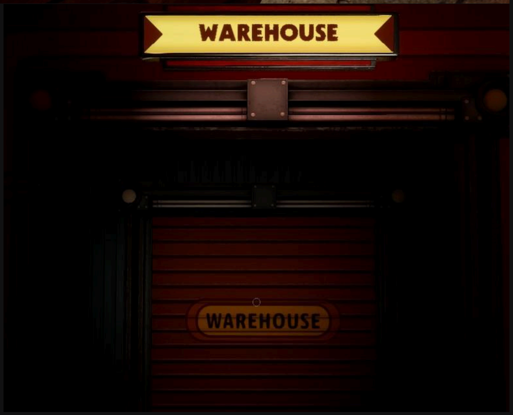
After moving the platforms to create a new path, take the nearby lift down, before taking the next lift up on the opposite end. From here, you can collect the Gift Box, and deposit it into the Inventory nearby.



Rather than taking the lift again, follow the downstairs path until you find another Admin-marked doorway. Walk up to the Main Stage, and collect the Mail Box and Gift Box. Feel free to hold onto these, as we're currently on our way back to the Main Hallway.

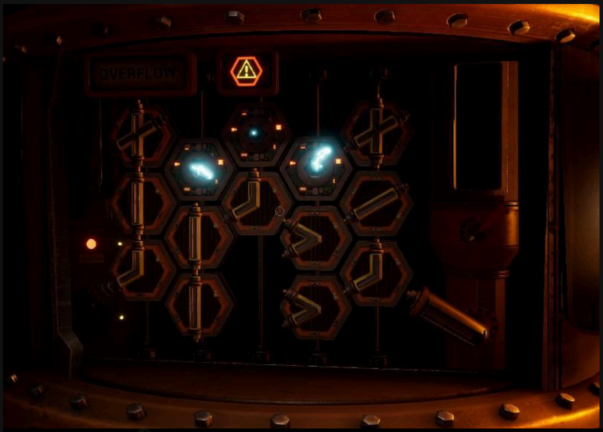


Head down, and continue into the next Admin-marked doorway, re-entering the Workshop. Deposit your collectible into the Main Hallway Inventory and proceed into the Warehouse, adjacent to the Workshop Garage entrance.

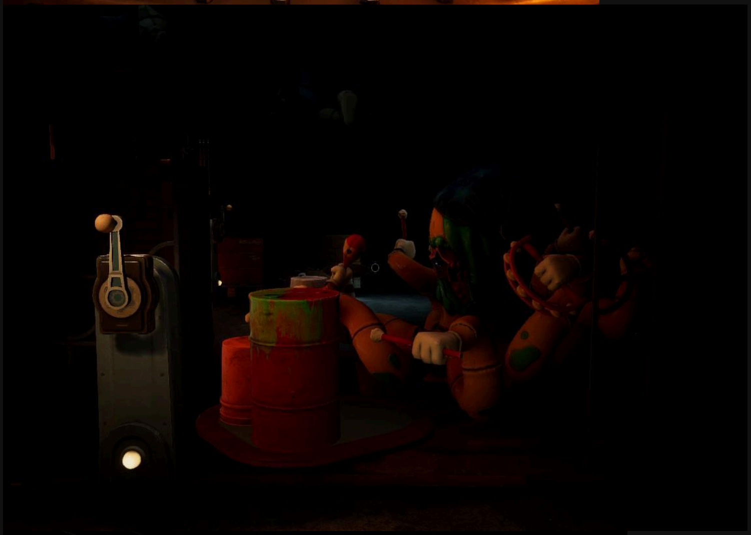


PARTY in a BOX!

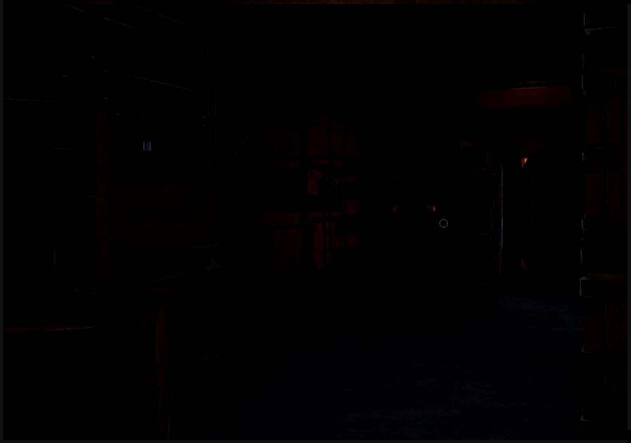
When entering the Warehouse, approaching the Party Time box too early will activate the Mimic. In order to progress to the loading docks, you must restart a conduit puzzle with 3 missing tiles.



The first can be found on your right. Simply wind the hand crank and reset Rocktopus. Another hand crank will open a second door. Walking through this door will activate the Mimic.

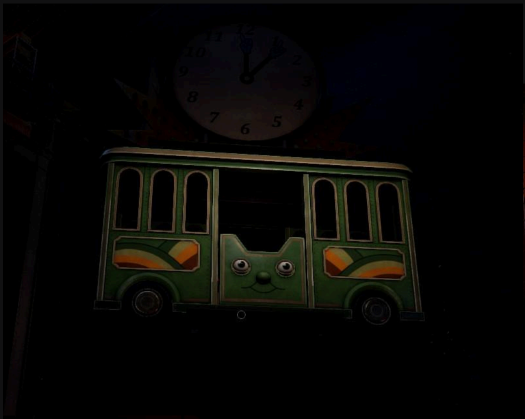


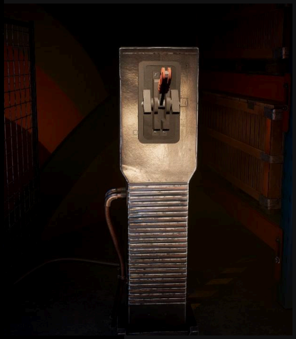
The conduit is found on the far right corner of the side you're currently on. Activate the puzzle and place the tile. You may solve the puzzle early, though completion is earned only after all tiles are returned, so take advantage of this fact.



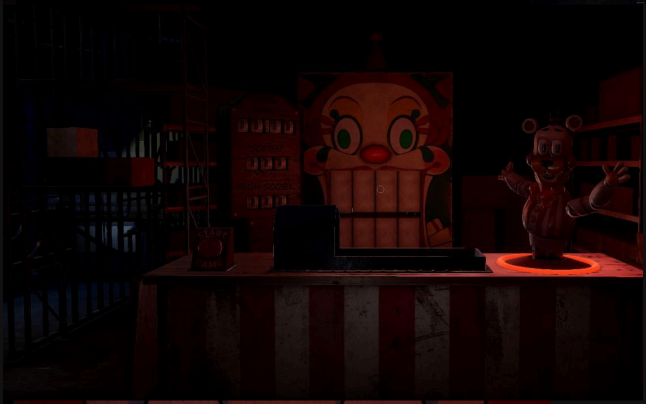
The second and third puzzle pieces are found on the far ends of the warehouse. First, sneak past Chica, and make your way to the right side of the room. A hand crank will lower the second tile, though grabbing it will activate a Mannequin. Chica will hear it, barreling towards your location. Fortunately, you can use a nearby locker to hide from her.

Return the tile to the Conduit Puzzle, and approach the Trolley Time lift. A lever can be pulled, which will lower the attraction. Despite its sound, the Trolley will not alert Chica to your presence. Wait for it to lower, grab the tile, and return to the Conduit to complete the puzzle.

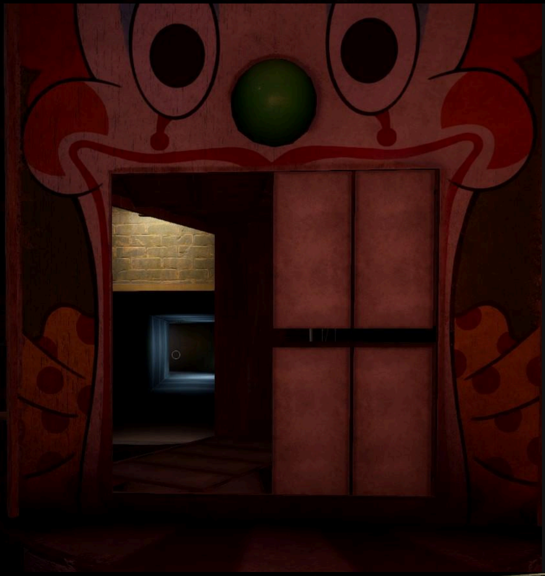




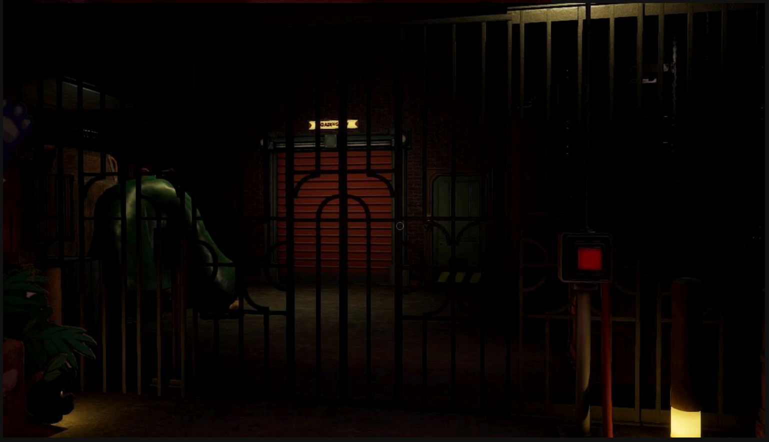
Once power has been restored, the Trolley Time lift will become active. Return here, and take it up to the second floor catwalks in order to collect new secrets



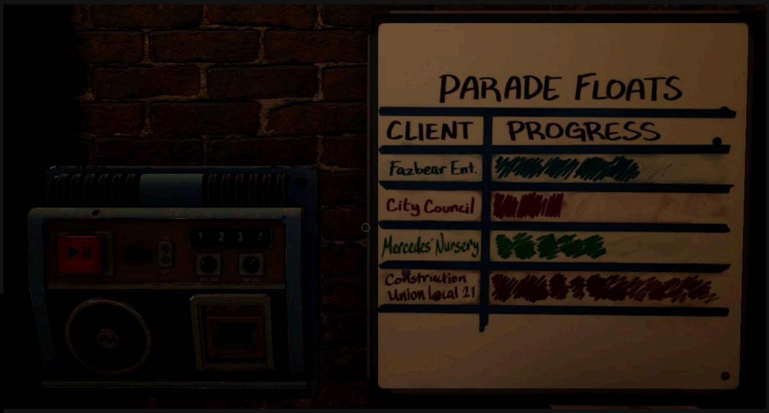
At the top, you’ll find another Ball Toss game. Similar to the Storytime Showroom secret, create a path through the Clown Teeth to reach another collectible. Once collected, replay the game for working towards the “WE HAVE A WINNER!” achievement, then deposit the collectible into the inventory system next door.



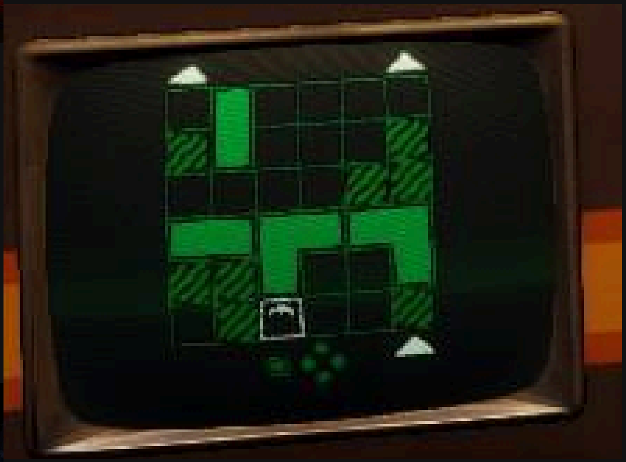
Once you’ve attained this collectible, looking down the hall, you will find a Security Gate which can be opened from a button on its right side. Head over there, press the button, and enter into the Loading Dock.



Entering the Loading Docks, you'll find several parade floats acting as platforms for the next Crane Game puzzle. Before we attempt to solve it, listen to the Audio Log, sitting next to the whiteboard, and the Mail Box, sitting next to the crane controls.


PARADE FLOATS
CLIENT
PROGRESS
Fazbear Ent.
City Council
Mercedes' Nursery
Construction Union Local 21

Before solving the Crane puzzle, take some time to collect the next Gift Box. Simply move the nearest L-shaped platform up one space to create a path for it.

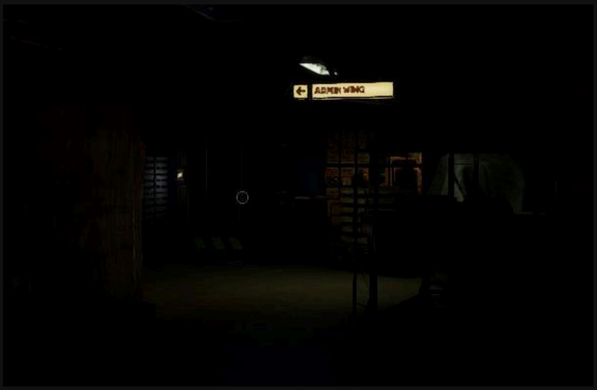


Be careful when traversing the parade floats, as touching the obstacles will kill you. If you fall off, you can crawl underneath them and safely return to the starting platform.

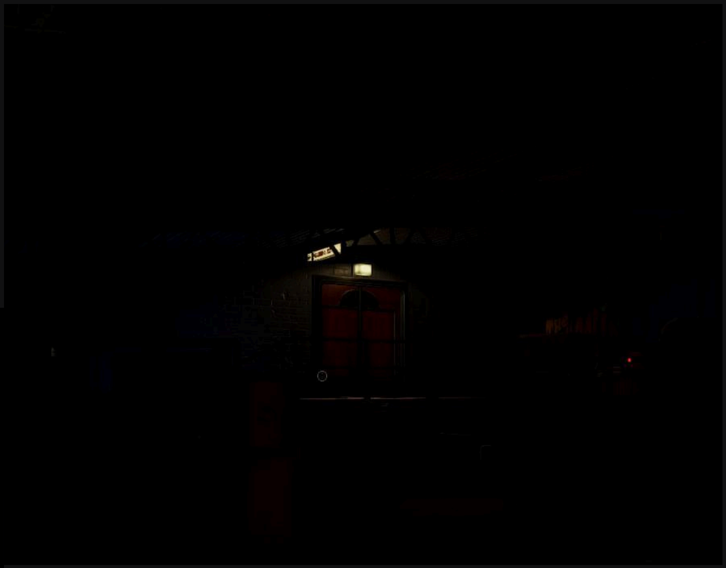
Dispose the item into the Inventory, and create a path, leading to the right.

Turn right and collect the tape. You can hold onto this as you solve the next half of the puzzle - creating a new path to the right-side.

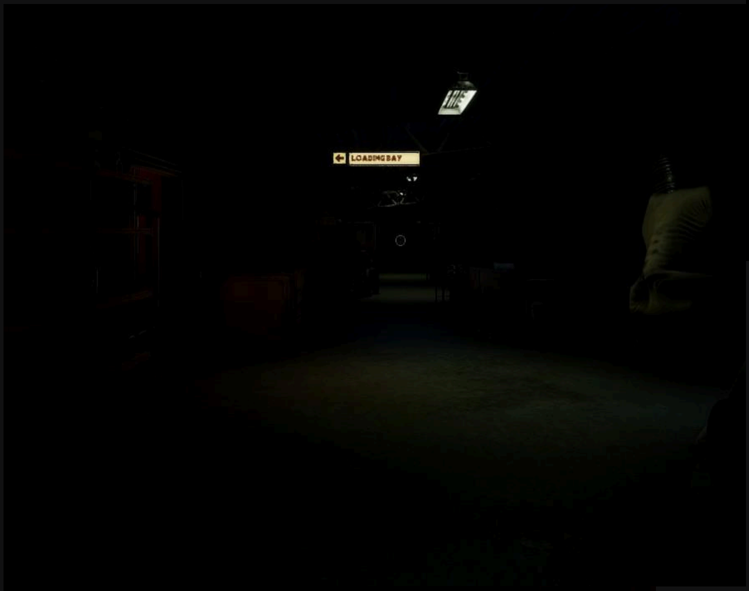
After entering into the hallway, straight ahead is an Admin Office with a mail box and audio log inside. Enter here, deposit the Film Reel into the Inventory, and collect everything in here.



Two red doors can be found nearby, leading to the upper warehouse catwalks. Here, you can find another Audio log.

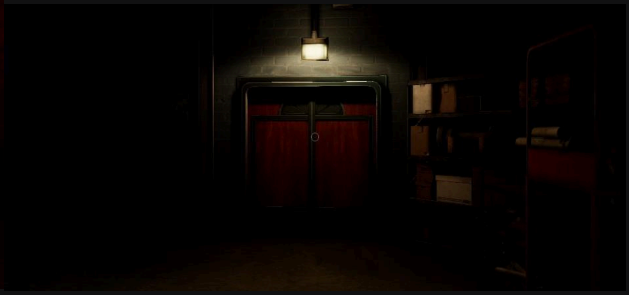


Once collected, re-enter the room you were in, and turn the opposite direction for more collectibles.

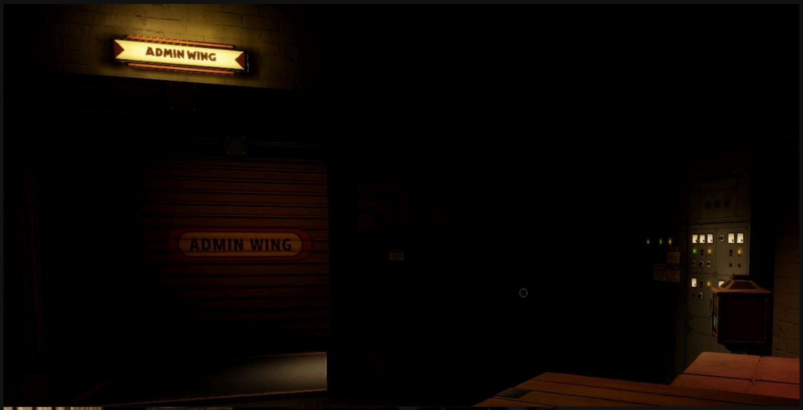


After collecting the mail box you'll find down the hallway, continue up the stairs. On your left, you'll find the Welcome Show Catwalks. Go here, and find the Gift Box nearby.

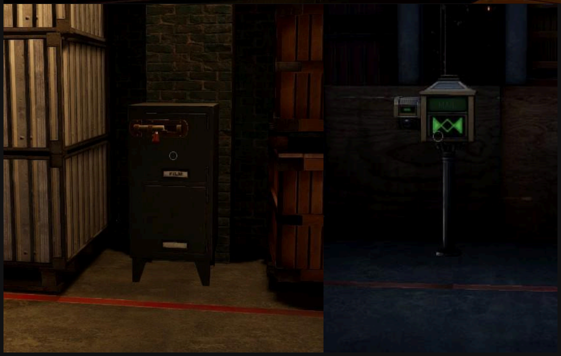
We're nearly done with the chapter, with only a handful of collectibles left. Return to the office, and enter the red doors on your right.



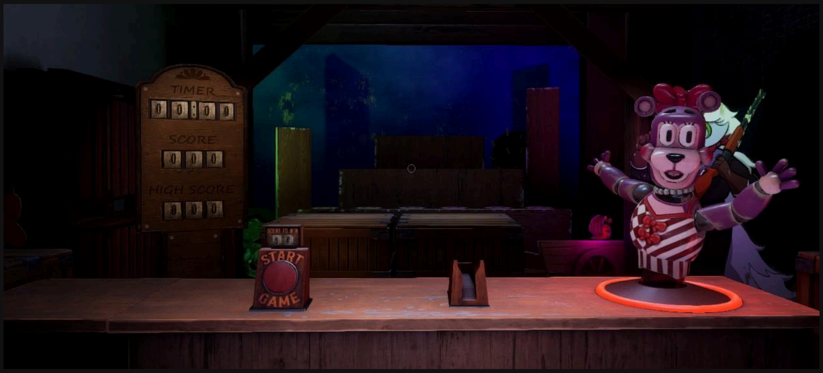
This will lead back down into the entrance of the Admin Wing, and a gated area of the Warehouse. Before entering the Admin Wing, collect the Mail Box next to its garage door. Turn back, and enter the other garage doors, leading to the Warehouse Safe Zone.



As you re-enter the Warehouse, you’ll find another Mail Box to your right, and a film reel nearby. Deposit the Film Reel, and take out the Ball Gun we deposited from the Big Top Showroom. We need this to complete our “WE HAVE A WINNER!” achievement, and for our next item.



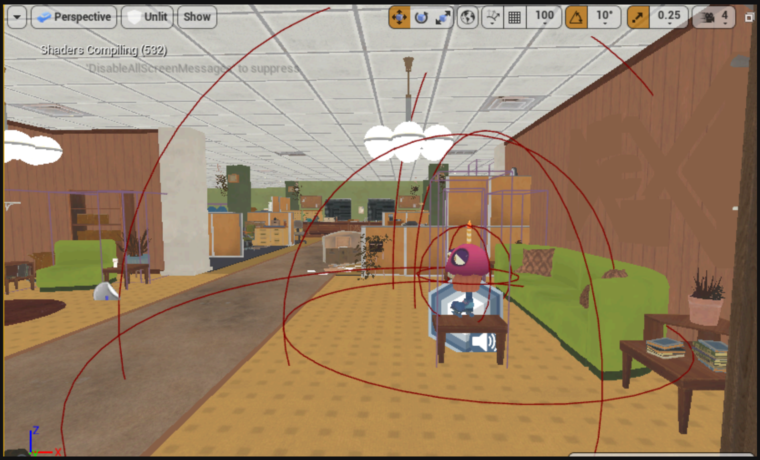
Re-enter the Warehouse Safe Zone, and turn left. Here, you will find a Deadeye Roxy target game. It's missing the Ball Gun, which is why we needed to bring our own. Start the game, and shoot the targets.



Front row targets are worth 2 points; Second row are 3; Third are worth 4; and the pillars are worth 5 points.

Completing this will award you the achievement, “WE HAVE A WINNER!” and the next collectible we need. Deposit these two items back into the Inventory. Finally, you can enter the Admin Wing, and proceed to the next section.

Party Time!
M

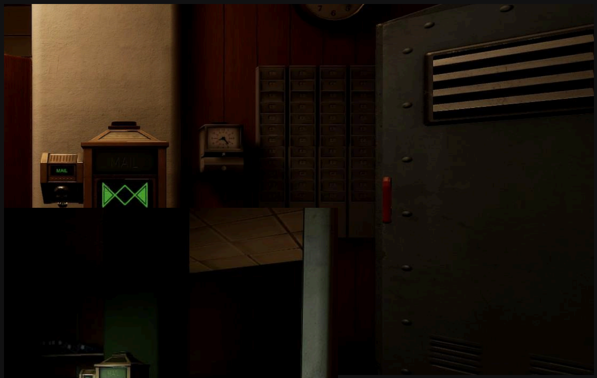


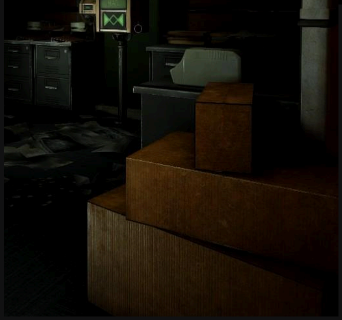
Shaders Compiling (532)

'DisableAllScreenMessages' to suppress

As you approach the Admin Wing, you'll be introduced to Mr. Cupcake; a new type of distractible. Mr. Cupcake cannot move, simply scanning around for anyone nearby. From a distance, Mr. Cupcake will simply state. When approached, Mr. Cupcake will flail around, sounding an alarm and alerting Chica to your precise location. Upon getting *too* close, Mr. Cupcake will lunge at you with a jumpscare.

Your goal is to reach the other end of the Admin Wing, and enter the second floor Executive Suite. However, dozens of cupcakes swarm the area, and Chica will prowl around the region to stop you. Because of the Mimic's behavior patterns, you could just simply run across the room and alert as many cupcakes as possible. The Mimic cannot keep up.

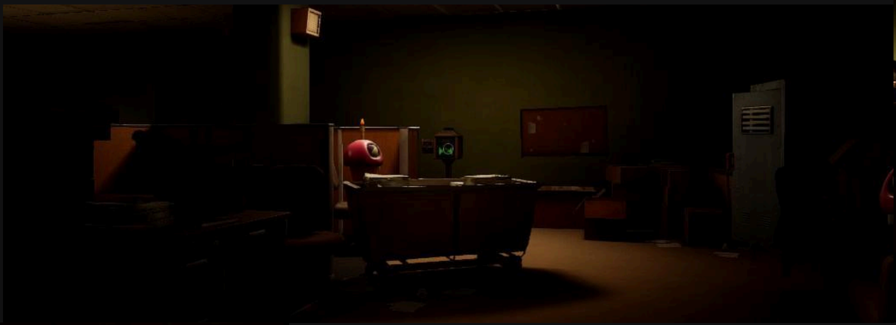


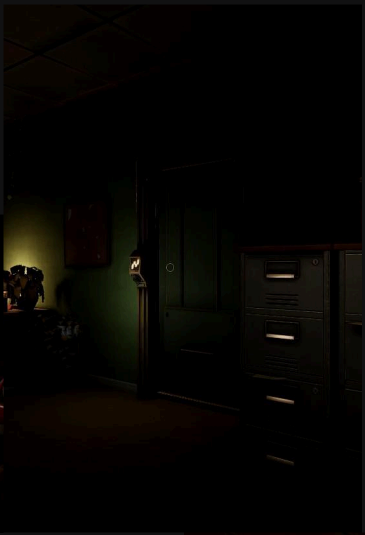


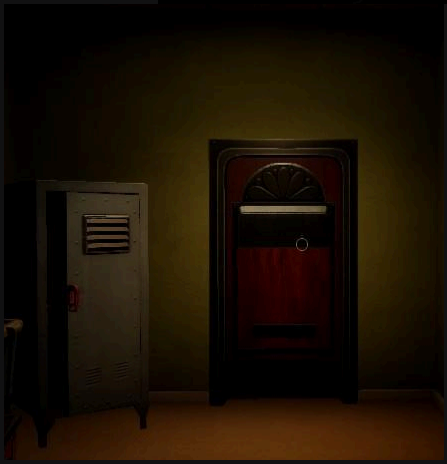
However, in order to snag the next collectible, you must collect all Mail Boxes scattered throughout the room. The first Mail Box can be found on the right, next to a locker. If you're careful, you can narrowly avoid the trigger which activates Chica's AI.

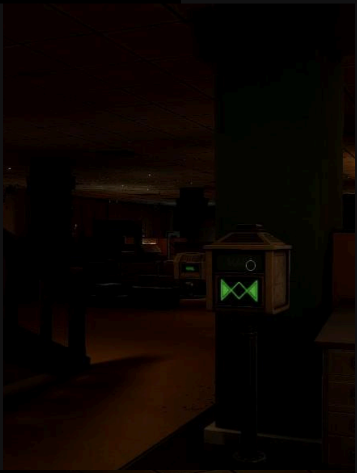
When it's safe, try hopping from locker to locker, slowly making your way towards the Conference Room on the left-side of the room. There, you will find the next two lockers. One is hidden behind a series of cubicles.

As you continue making your way down the hallway, you'll find an Admin door with an Audio Log inside. Adjacent to this room is another Mail Box. collect these two, and proceed further down the Hallway.

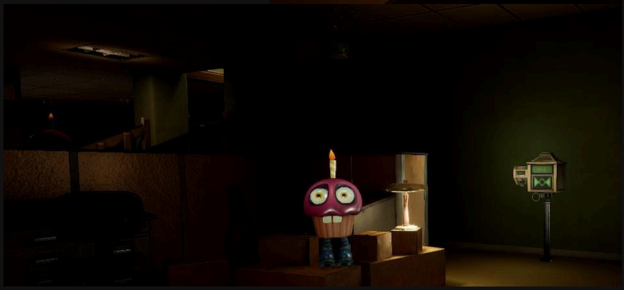








Once collected, enter the hallway, and at the opposite end is a Red Door with another Mail Box inside. After this, two more mail boxes can be found just before entering the stairway. One is around a pillar, and the other is hidden behind more cubicles at the far corner of the room. Collect these, as we can now start solving the code to unlock the conference room, earning us the Belated Birthday achievement, as well as the Mr Cupcake collectible.



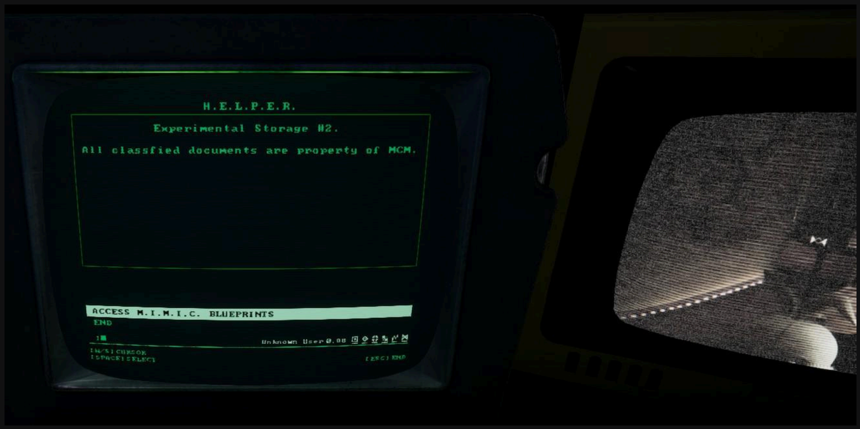
In order to unlock the Conference Room for both an achievement and collectible, review the recent emails labeled "Admin" on a terminal. You can do this at the cafeteria where we found the Audio Log in. Follow the dates and times each log was created, refining the passcode as you go along, and plug that into the Conference Room door.

Once you've found all the collectibles, make your way back through the halls and up to the Executive Suite. If you're lucky, you could bait Chica into knocking over a few boxes to create a shortcut up to the stairway.

Upon entering the second floor, you will find a Secretary Desk which contains another Mail Box. Collect this, and turn back to the Red Door behind you. This door contains another Mail Box, and a vent leading to the Executive Permissions upgrade (and, yet again, another mail box).

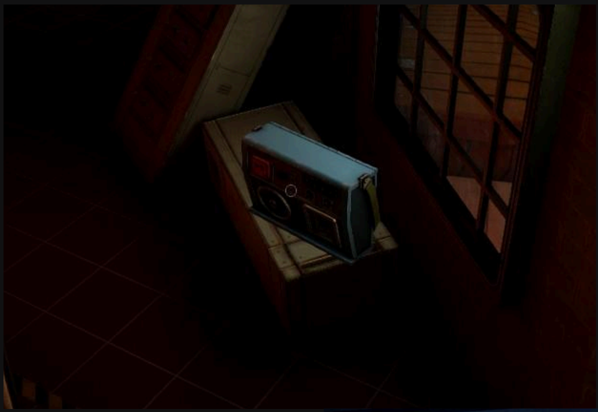
Enter the vent, and proceed towards the Executive Upgrade terminal (make sure to open the locker within that same room). Completing the terminal will reward you with access to Edwin's office, adjacent to the Secretary Desk.

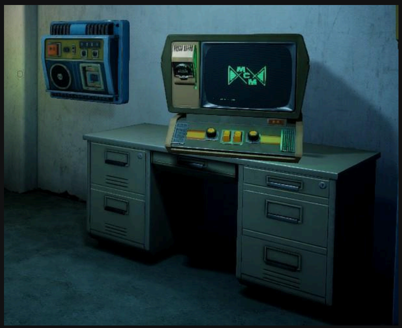
The Office will have an Audio Log and Mail Box. Collect these, and access the Terminal to gain access to Murray's Surveillance Room. Another terminal can be found inside, granting you access to the blueprints for M.I.M.I.C. However, grabbing these will alert Chica to your location. Quickly the Security Door using the nearby lever, and crawl into the vent. This will send you onto the next chapter of the game.



```
H.E.L.P.E.R.
Experimental Storage #2.
All classfied documents are property of MCM.

ACCESS M.I.M.I.C. BLUEPRINTS
END
1                               Unknown User 0.08
[W/S] CURSOR
[SPACE] SELECT                                  [ESC] END
```

Upon entering the IT room, you’ll find an Audio Log, followed by a second after taking the Elevator. Adjacent to this second Audio Log is another Mail Box we must collect, before entering the MCM Basements.

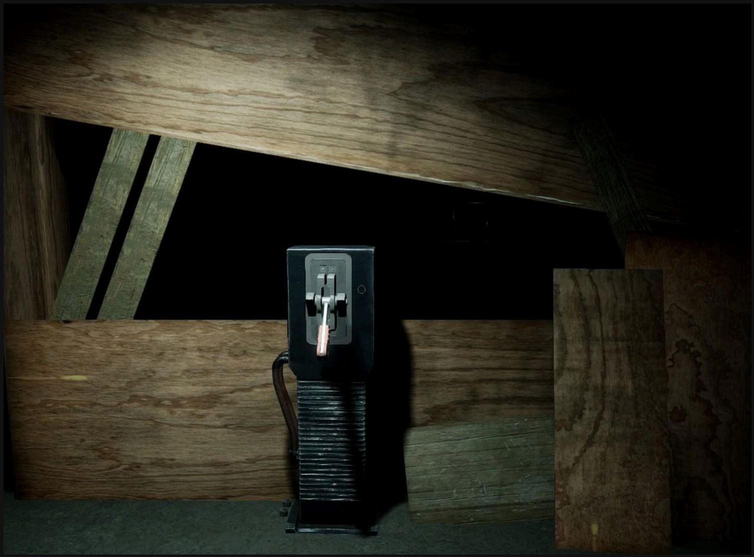




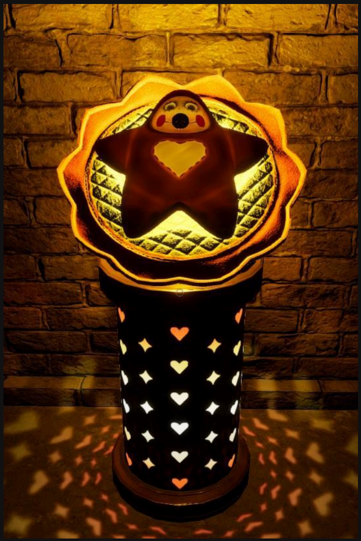
Descend the stairs, and pull the lever to reveal the basement, shrouded in darkness, and guarded by the White Tiger. Tiger is different to all animatronics we’ve encountered thus far, requiring a totally different strategy we’ve not used yet.

Throughout the room, several spotlights will highlight safe areas for you to stand in. Do not linger in darkness for long, as Tiger will chase you down. Prolonged staring at Tiger will increase hallucinations, inevitably resulting in your death.

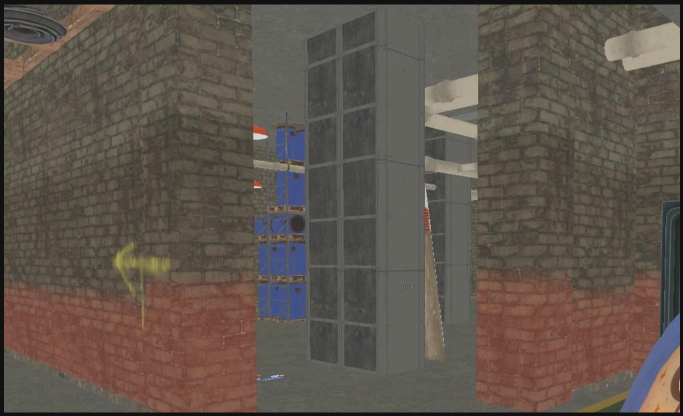
Remain calm, and search for spotlights. Keep your distance from Tiger, and inch closer towards the exit. This first phase is completed upon pulling a lever, and grabbing the Star Orphan. Follow the arrows if you feel lost.



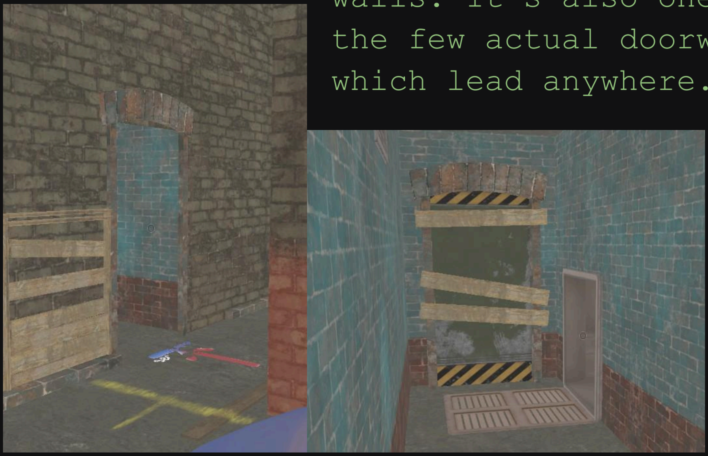
Upon collecting the Star Orphan, proceed down the hallway towards the next Star Podium, and place it down. Pull the next lever, and proceed down either path, avoiding Tiger once again. Upon grabbing the next Star Orphan, we can find another collectible.



Facing the direction you just came from, proceed on the middle-left path. Stick to the far end wall and push past the shelves of barrels.

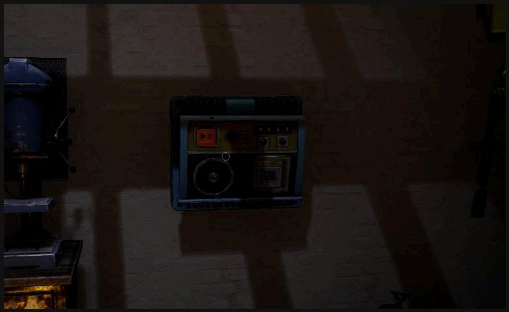


Look for a hallway with blue walls. It’s also one of the few actual doorways which lead anywhere.

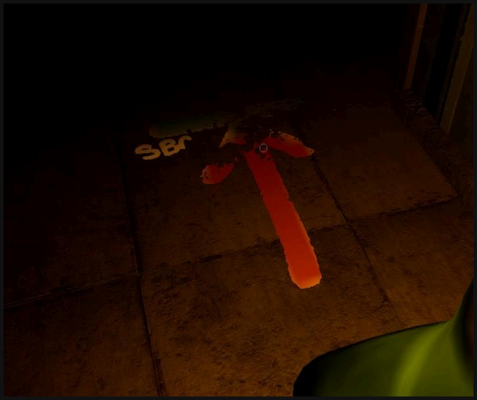


Follow along, and enter the vent at the far end of the hallway. This will lead you to the room where Edwin’s workstation, where he created the Mimic.

In here, you will find nothing more than an Audio Log, set to “4625,” a series of numbers you may have picked up on throughout the game this far. This audio log will provide context towards this mystery, which we elaborate on in the [story] section of our guide.

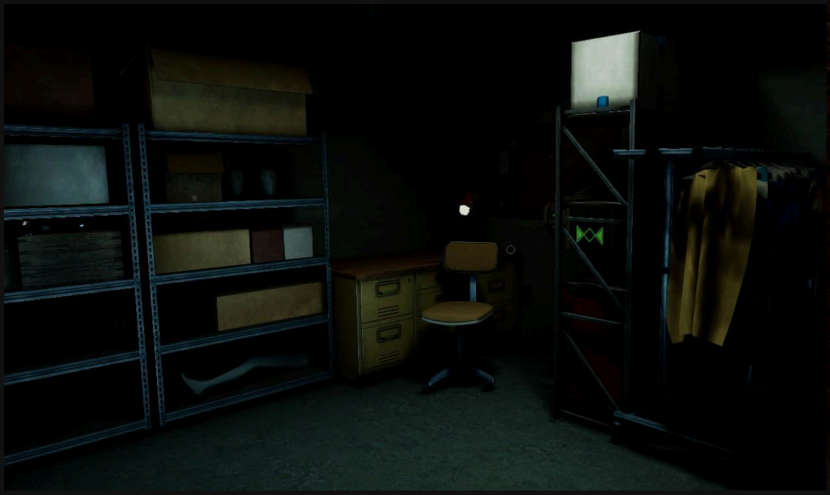


After playing the Audio Log, return to the podium using the arrows drawn on the floor, and choose your next path. After finding the next podium, the second Spotlight phase will begin. Use the same strategy until you find the next Star..

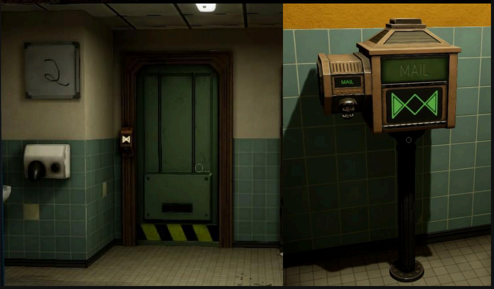


After collecting the Star, Tiger will still spawn. The Star will provide ample light, yet cannot defend you from Tiger. Do not approach, and do not stare. Keep your distance at all costs, and keep following the floor lines.

After finding the last Star Orphan podium, you will complete this section. Continue upstairs and into the elevator. The final mail box of this section can be found when entering into the storage area hallway, on the right, hidden in front of the pink elephant and behind several shelves.

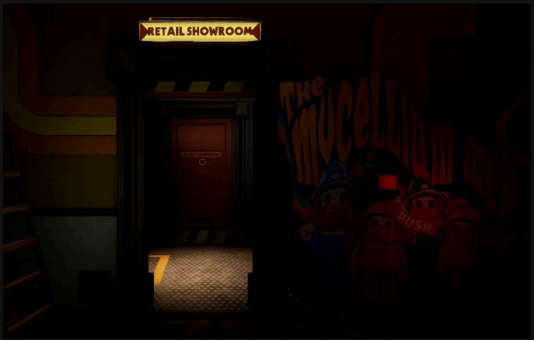


We've reached the climax of the second act, and can now freely explore the MCM Facility. Before listening to Dispatch's next instructions, we should explore the remainder of the facility, and search for the last collectibles, before locking ourselves into an ending route.



As you enter back into the Hub, enter the Main Hallway and proceed towards the gate we unlocked prior. On the right of the dining room, you'll find a red door leading to an Executive-locked door. Access this, and collect the Mail Box inside.

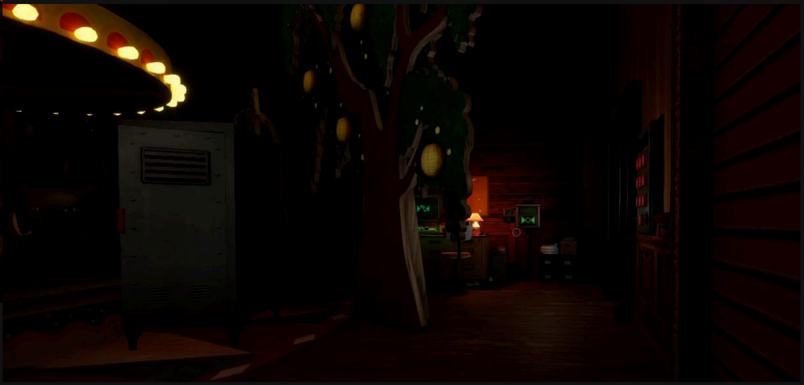
Once collected, proceed towards the Welcome Show, and into the Welcome Lobby. The Mimic will activate somewhere nearby, so take a rat. Climb the stairs, and on the far right, another set of stairs will lead to a Film Reel we hadn't collected earlier. Take this, and enter the nearby Retail Showroom with the tape.



The Retail Showroom provides an Inventory Deposit Station to the left of the entrance. Drop the Film Reel in here, and feel free to use this area for cover from the Mimic as it prowls around the Showroom floor. Here, you will find a Mail Box which will provide a passcode to the Basement floor. Enter floor one, and stealth your way to the far corner of the showroom.

As you approach the bottom stairs, the Mimic will spawn and begin patrolling the showroom. Simply wait until the Mimic has reached the far end, and activate the noisemaker nearby the stairs. You will be granted ample time to cross the showroom, and over to the Mail Box / Passcode Door.

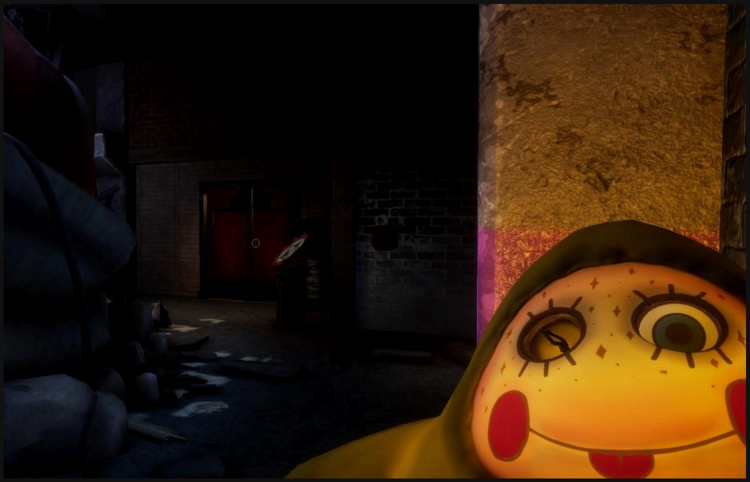
TALK!
HEDGEHOG HUGGIE



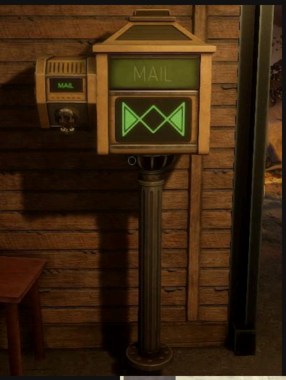
To find the pass code, the Mail Box has provided you with 7 text logs. Each log is given a date and a phrase. Each log must be ordered from earliest to latest, and each phrase corresponds to a location in the Retail Showroom.

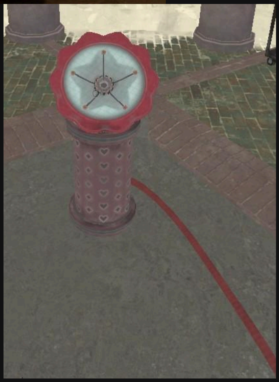
Each location will contain a monitor with a number on it. Make your way towards each location, and mark down the codes you find. Upon completing this puzzle, input the code and enter the Retail Showroom Basement.

As you enter the Basement, you'll find another Star Orphan. However, rather than battling the White Tiger again, you'll face off against the Sleepy Moon Mascot.



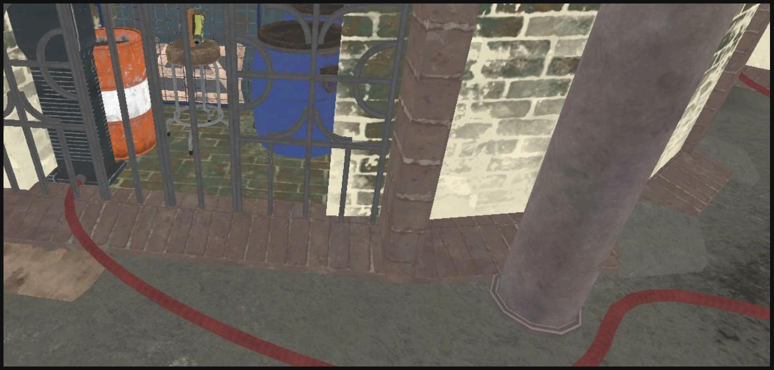
Upon entering into the Main Room (with the giant Moon head), you'll find a Red Door which can be opened from a Star Orphan podium. Inside, you can collect the last Mail Box hidden within the manor. Aside from the last collectible, hidden within the Moon Head, we've successfully collected nearly everything that's hidden within the warehouse.





At the other end of Moon's head, you will find a Conduit Puzzle with 4 missing tiles. Sleepy Moon will wander the halls, with Star Podiums at all 4 corners of the basement.

These sections are divided by color; Red, Purple, Blue, and Green. Each section contains a Conduit Tile, locked behind a gate. These tiles can only be collected once power is restored from the Star Podium. To find the tile, follow the red cable until you locate the now-activated gate.



Upon placing the Star Orphan on a podium, Moon will wander towards the corner, and begin patrolling that portion of the perimeter.

Aside from Rats and Jackhammers, you can find valves to emit steam and attract Sleepy Moon towards a better location.

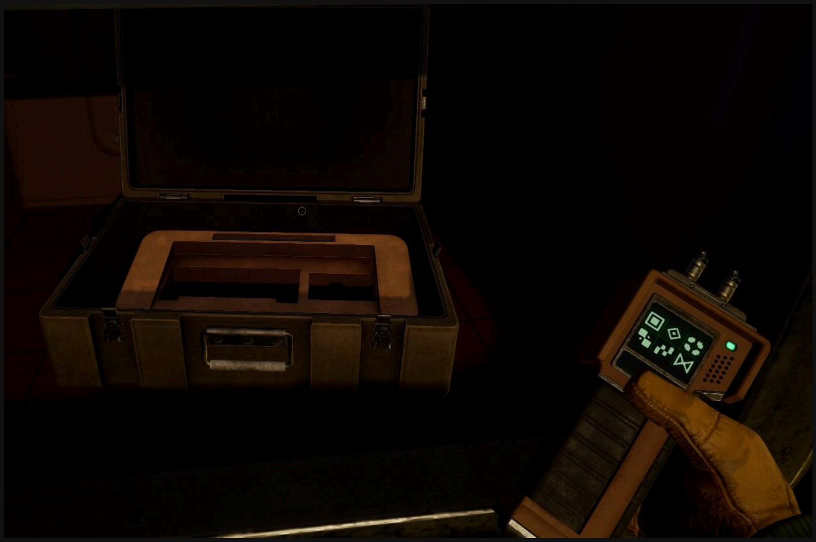
Sleepy Moon cannot enter the Moon Room unless directly spotting you. It also cannot enter Podium Rooms, so long as it is currently inactive.

Sleepy Moon cannot leave its perimeter when a Star Podium is active, however it will begin freeroaming the entire basement once the podium is deactivated.

Once you've completed the Conduit Puzzle, don't collect the prize yet. You must recollect the Star Orphan and restore power to the Elevator room. Then, deposit the collectible into the Inventory System, and make your way back towards the Security Office. We can now continue on with the Endings guide.

FAZBEAR
ENTERTAINMENT

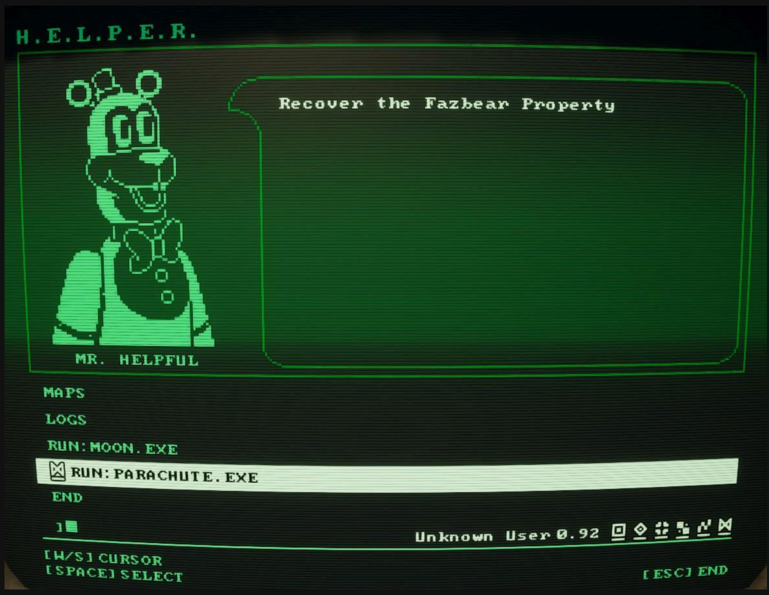
At the 4 AM mark, *Secret of the Mimic* will branch off into 2 distinct endings. Fortunately, both endings can be achieved within the same run. The first is acquired by following Dispatch's instructions, and returning the Data Diver to the MCM Inventory Tube System.



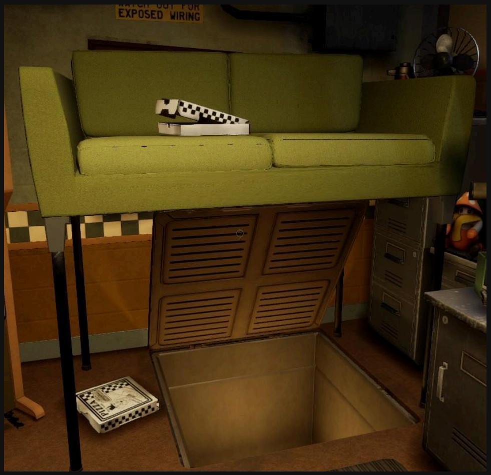
Then, just exit the office, and follow the orange lights. Find your van in the garage, and exit the facility - a job well done.

After completing this ending, and getting the achievement, return to your save file and continue the game. Note that if you've entered the office at any other point, any collectibles you've retrieved may be lost.

To activate the second ending, open the MCM Terminal and activate Edwin's Parachute Program, "PARACHUTE.EXE". Upon activating, the couch in the office will raise, and the third act begins.


H.E.L.P.E.R.
MR. HELPFUL
MAPS
LOGS
RUN: MOON.EXE
RUN: PARACHUTE.EXE
END
Unknown User 0.92
[W/S] CURSOR
[SPACE] SELECT
[ESC] END

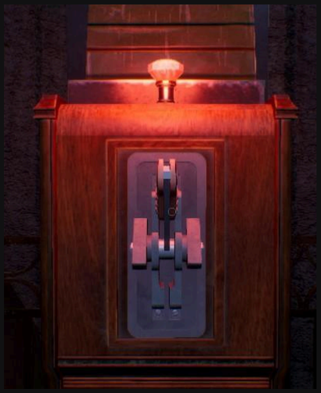
Recover the Fazbear Property


EXPOSED WIRING

LOO
HERE

As you enter into the crawl space, the game begins to take a dark turn. Dispatch pleads for Arnold's obedience, simultaneously hurling insult after insult, all in the hopes of deterring him away from whatever lurks below Murray's Costume Manor. After following through the winding corridors, and making your way into the Welcome Show room, you're granted access to the, "Goodbye Show," accessible via the terminal.

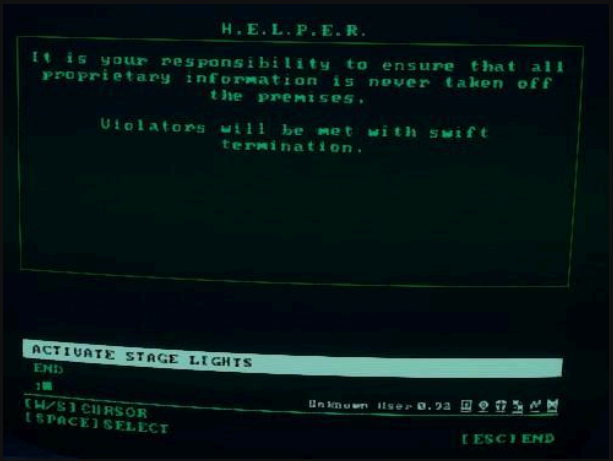
As the Goodbye Show begins, take the lift down, and you will find a pedestal has lifted from the floor. Press the bright red button to activate the lift, and begin your descent down into the true basements of MCM.



As you descend, a series of 5 levers will appear, relevant to this next segment. An alarm will sound, signaling that one or more levers must be pulled. Red lights will shine above the necessary levers. The first two times require a single lever, while the last 3 require 2 levers. Busted Big Top will crawl out from a tunnel, and act as a timer for the minigame. Once it is complete, exit the platform, and enter into Research & Development.

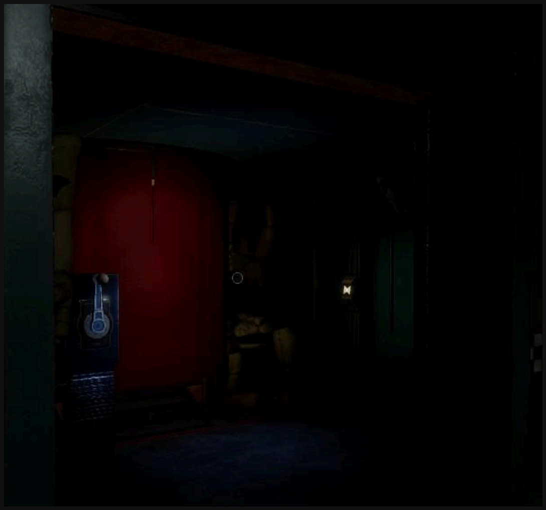
As you enter backstage, you'll find an oversized Freddy head statue. Enter the Freddy head, and activate the generator inside. This will open the stage curtains, and reveal what Edwin Murray's latest project had been, and how Fazbear Entertainment was roped into the madness that he caused.

Entering into the main room, we find that Edwin Murray had built an underground prototype of Freddy Fazbear’s Pizza, the same one we see in the original *Five Nights at Freddy’s*. Throughout the pizzeria, you will find many types of prototype animatronics. Freddy, Bonnie, Chica, and Foxy act as noisemakers, and will attract the Mimic after reaching within its proximity.



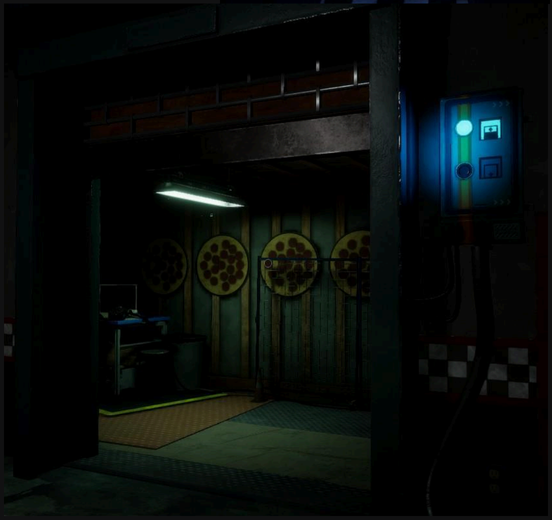
```
H.E.L.P.E.R.
It is your responsibility to ensure that all
proprietary information is never taken off
the premises.

Violators will be met with swift
termination.

ACTIVATE STAGE LIGHTS
END
:■
[W/S] CURSOR                     Unknown User 0.92
[SPACE] SELECT
                                          [ESC] END
```

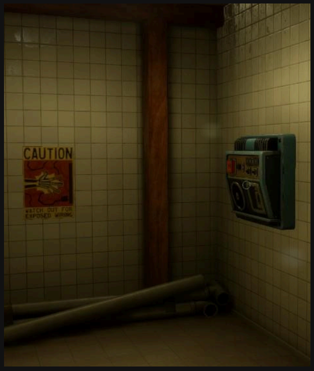
Hidden within each red curtain is a Springlock Animatronic, able to be worn, and are essential towards progression. To activate this segment, find the terminal in the dining room, and activate the Stage Lights. This will also activate the Mimic, who will now patrol the pizzeria in search for its next victim.



Before collecting the first Springlock suit, an Audio Log can be found nearby. Collect this log, then unwind the curtains to reveal Bub the Dog.

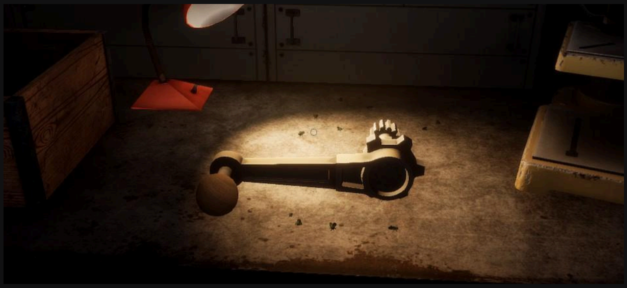
Take Bub over towards the left corridor until a metal grate blocks your path. Your goal is to drain the office of its power supply, and enter inside. Leave Bub, and make your way towards the open pathway towards the bathrooms.

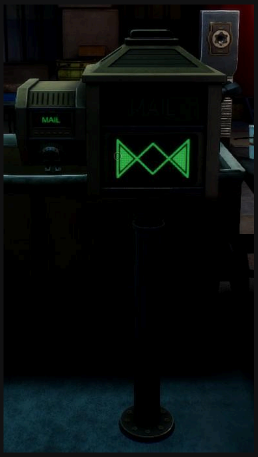




After crossing from one bathroom to the next, an Audio Log will be waiting on the left side wall. Collect that, and enter the nearby vent towards the next area.

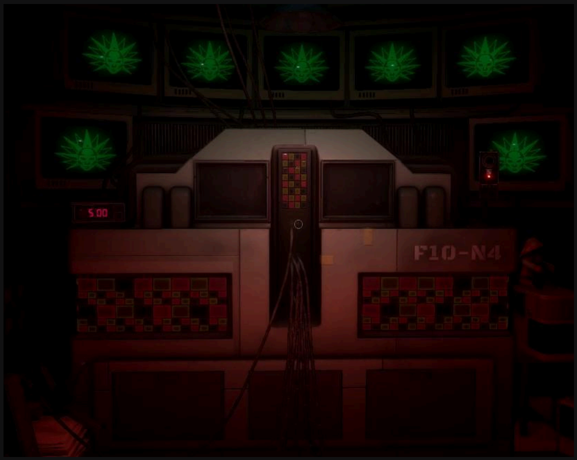
Exiting the vent will lead directly into the Kitchen, where a text log can be found nearby. Collect this, and turn towards the ramp where a Hand Crank will be found adjacent to. You can use this Hand Crank to unwind Prototype Fredbear's curtain, taking it towards the office.





Simply turn back, and exit through the ramp. Next, head towards the opposite end, and collect the nest Springlock Suit - Monty! Place Monty in the corridor, and enter the newly opened room, just like last time.

As you enter into the Security Office, you'll find a strange, yet possibly familiar supercomputer called F10-N4. Though many questions are now raised, F10 instructs us that our only option is to finish where Edwin had left off, and fix "M2" (or the Mimic Endoskeleton).



F10 believes that Edwin could be found inside their home, accessible from behind Research & Development behind a hidden door. After she completes her speech, a locker will slide and reveal an access point.

Upon accessing the Dark Ride Entrance, an Audio Log and Mail Box can be found in the center of the room. Collect these, and step onto the cart. We can now proceed onto the Main House, and the penultimate chapter of *Secret of the Mimic*.

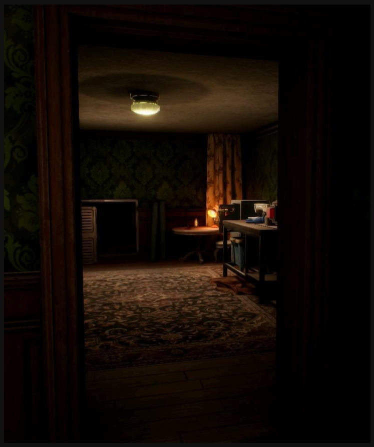
Upon arrival at the Main House, take the elevator up towards the Murray family's basement. Head upstairs until you spot an Executive-locked door. M2, or the Mimic, will spawn within the house and begin roaming the area.

Enter the executive room across the hall. You will find a projector, and inventory system here. You will need to find 5 tapes throughout the Main House to solve a code to unlock the next door. The first code can be found in the kitchen, adjacent to your current location.

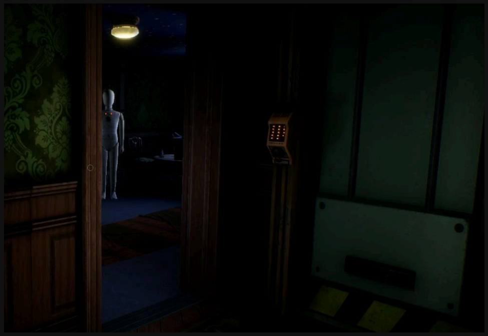
Each film reel ends with a number, which can be organized based on what the color of the tape you watched is. The order is based on the colors of "DAVID" in the birthday picture taped onto the projector. The complete order is Green, Pink, Blue, Red, Yellow.

Across will lead to the next reel, as well as an Audio Log. Enter the room, and head to the far corner to play the Audio Log. Behind it is a vent, leading into the room next door, with the second film reel.

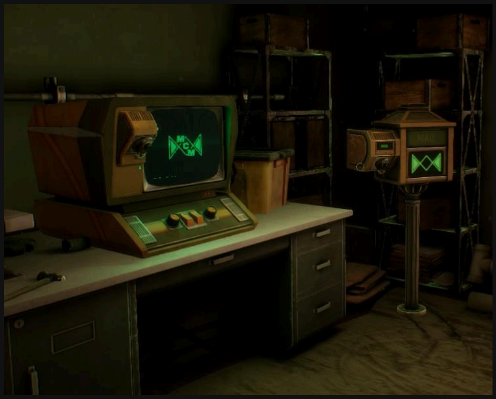
After the reel is returned, the third can be found in the next room across from where we collected the second in, at the far end of the hallway. Crawl through the open vent to find it. Once returned, head up to the second floor where we can find the last two reels, and the final collectible.

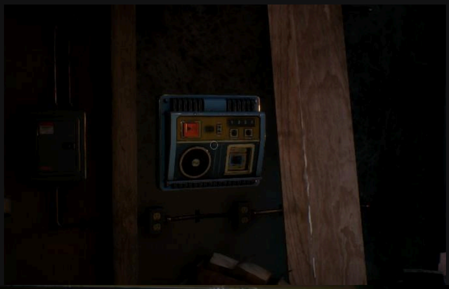


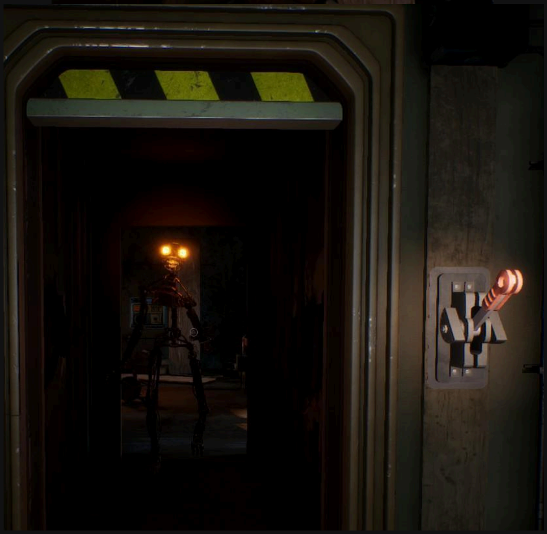
The fourth collectible can be found in the first room on the second floor, guarded by some chains. The final is found further down the hall, adjacent to the passcode protected door, and the last collectible is at the far end room. A vent joins these two rooms together, and leads towards the staircase.



Take the collectible, and use the Mannequin to lure M2 into the collectible room. Take advantage of this brief window, and collect the film reel as well. Store one of these into the Inventory, leaving the other inside the vent. After depositing, collect the other, and start watching the films in the correct order.

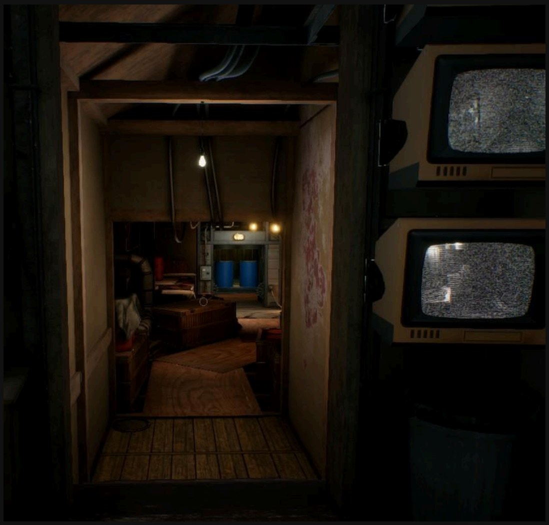






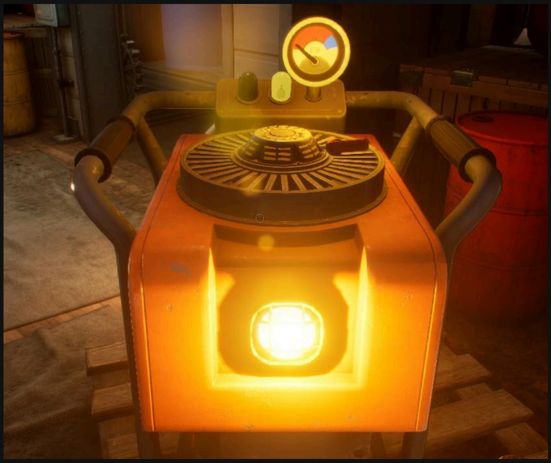
Return to the door and enter the passcode. This will lead to the attic, with the final Mail Box, and final Audio Log in the base campaign. Please note that there are still two Audio Logs we have not collected. These Audio Logs are inaccessible unless we've unlocked "Glitched Permission," a feature which is exclusive to New Game +. That said, we've finally reached the climax of *Secret of the Mimic*.

Simply access Edwin's personal computer, and select "Access Surveillance Room." A bookshelf will slide out, leading to a second terminal which will activate the "CRADLE.EXE" program. After selecting it, M2 will spawn directly behind you. Close the door by pulling the red lever.

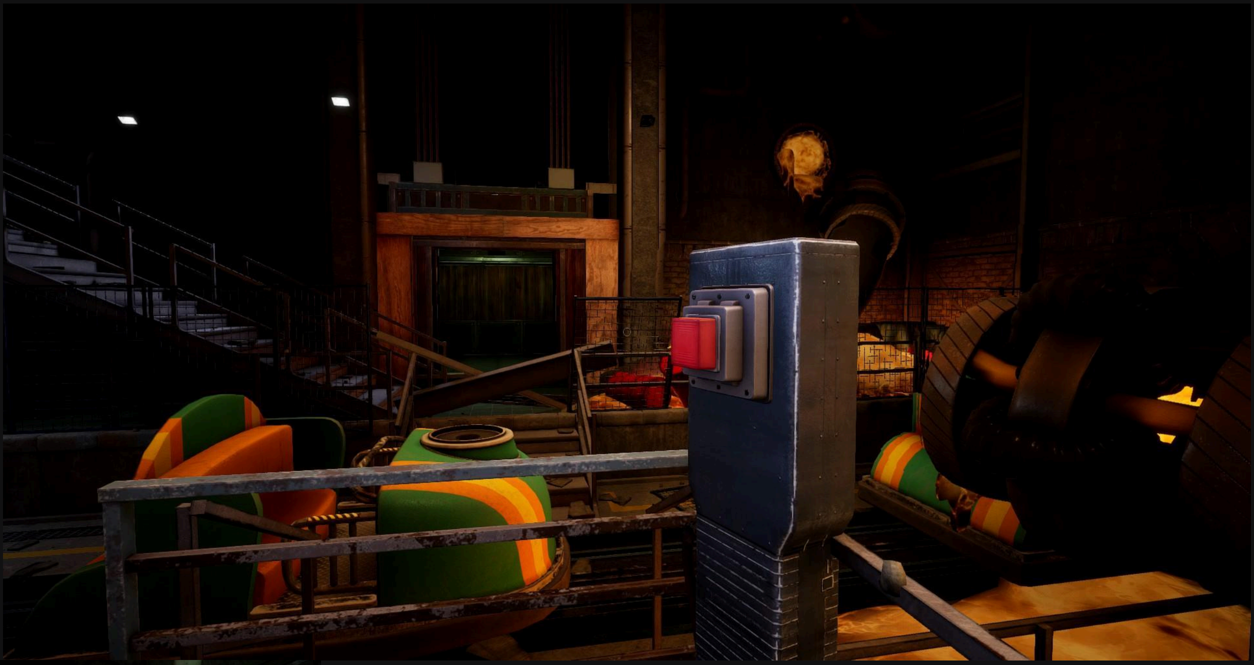


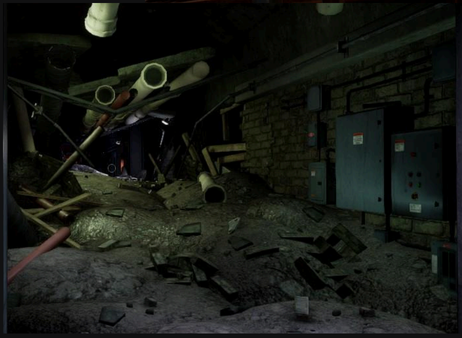
Another door will slide open, giving access to an elevator which leads right back to the Dark Ride from before. However, the path is blocked by a lift. Activate the lift from the nearby generator. Do this quickly, as M2 will now trail closely behind.

All that's left is to enter the elevator, and start the final chase.

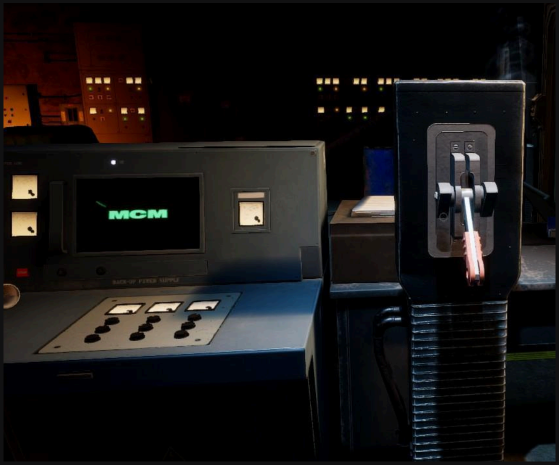


As you exit the elevator, make your way towards the other side of the platform. A red button will initiate the chase, where M2 will drop from the elevator. Start running, and don't look back, as M2 can easily keep your pace.



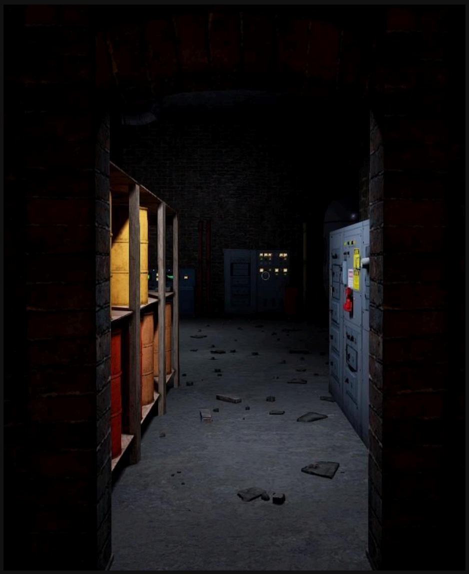


Eventually, a pile of debris will block the path. Crouch down and begin crawling, but don't stop, as more rubble will fall and can crush you. Once through, quickly pull the red lever, and make your way through the left-side exit.



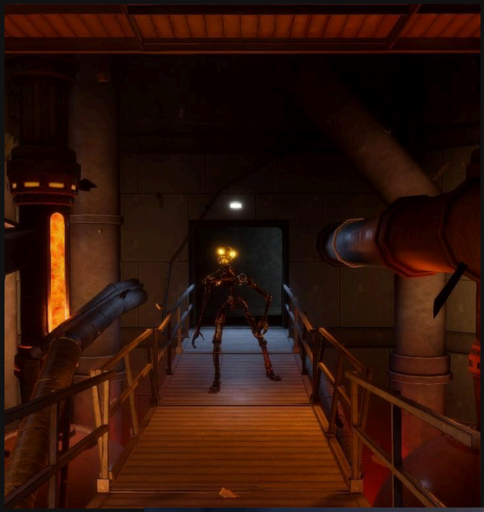
At the end of the hall, an Executive door will block your path as M2 continues the chase. Unlock this door and enter the room. The next door can be unlocked from another lever, hidden next to a series of control panels. Once active, turn around and continue running.

As the chase continues, you’ll encounter the Protomimics. These Protomimics will block off paths, requiring fast thinking and decision making. As you run down the first hallway, take the second exit on the left side.



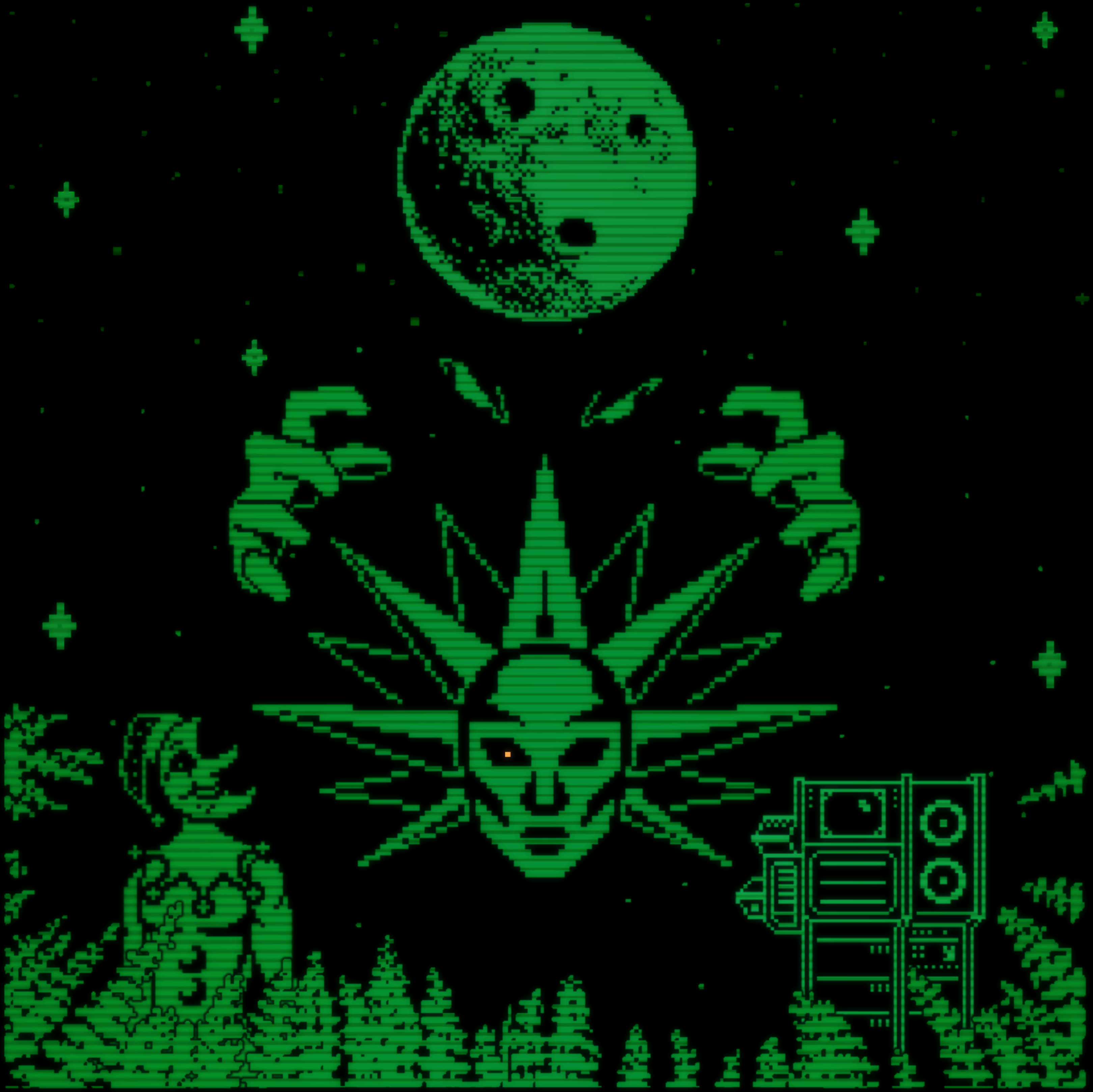
Then, just follow the path until you reach the next fork. Turn right, and enter the first left exit again. Keep running until you find a red door, locked by another lever. Pull this quick, and enter the door.

As M2 drops onto the platform to block your path, the catwalk above will drop, and lead you towards the exit. Continue following the path as directed, and enter onto the Darkride Cart. Mr. Helpful will give a closing remark, before transporting you into the charred remains of the Retail Showroom.



All that's left to do is leave! Exit the showroom, and make your way back into the van. Completing the Unfinished Business ending will unlock “New Game+,” an optional gamemode which will let you replay the campaign, unlock the last collectible, listen to the two final Audio Logs, and achieve the secret ending!

MOON

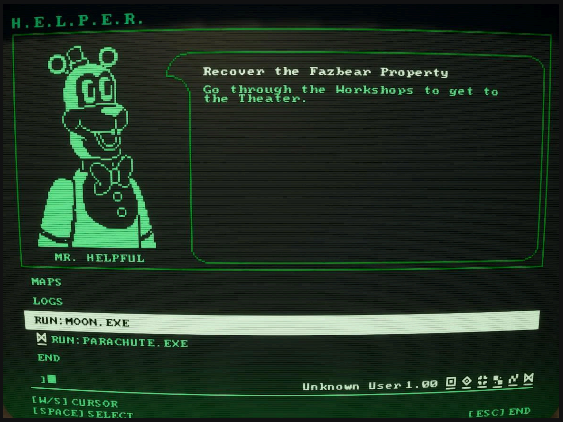


BRING HIM BACK

MCM

As discussed previously, in order to fully complete the game, you need to play through the game on New Game+ mode. NG+ does not change anything substantial about the campaign, other than allowing access to 2 new audio logs, the final collectible, and access to the MOON.EXE minigame, which is essential towards unlocking the secret ending of *Secret of the Mimic*.

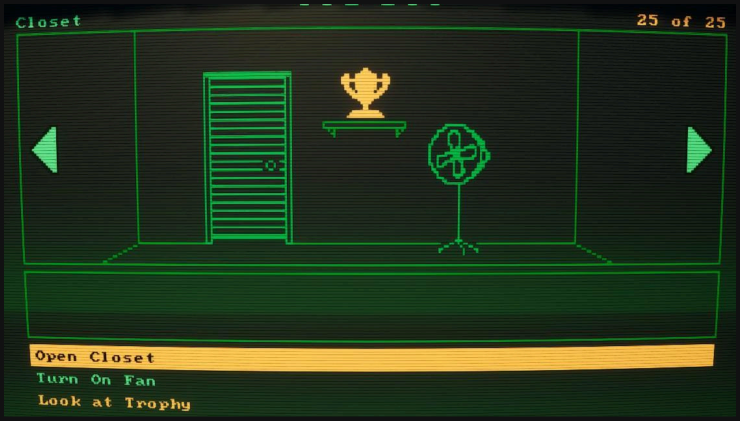
In order to actually play MOON.EXE, you will need to collect all 25 items (including the White Tiger, found in the Security Office) found throughout the MCM Facility. Fortunately, NG+ transfers all collectibles into your next campaign. If you haven't followed our guide and are still missing any items, feel free to browse our collectibles guide.


H.E.L.P.E.R.
MR. HELPFUL
MAPS
LOGS
RUN: MOON.EXE
RUN: PARACHUTE.EXE
END
Unknown User 1.00
[W/S] CURSOR
[SPACE] SELECT
[ESC] END

Recover the Fazbear Property

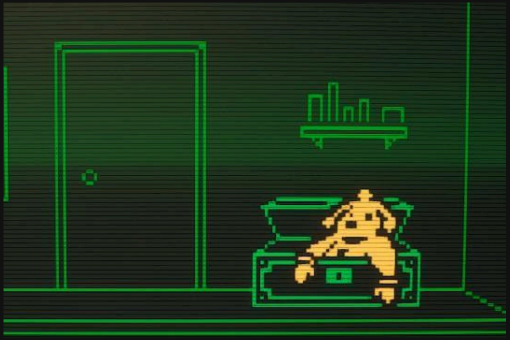
Go through the Workshops to get to the Theater.

Once you’ve deposited the White Tiger collectible, open any terminal and select “RUN: MOON.EXE” to open the game. MOON.EXE is a text-based adventure game, with a narrative which expands our understanding of the Mimic Program, F10-N4, and the true purpose of M2.


Closet
25 of 25
Open Closet
Turn On Fan
Look at Trophy

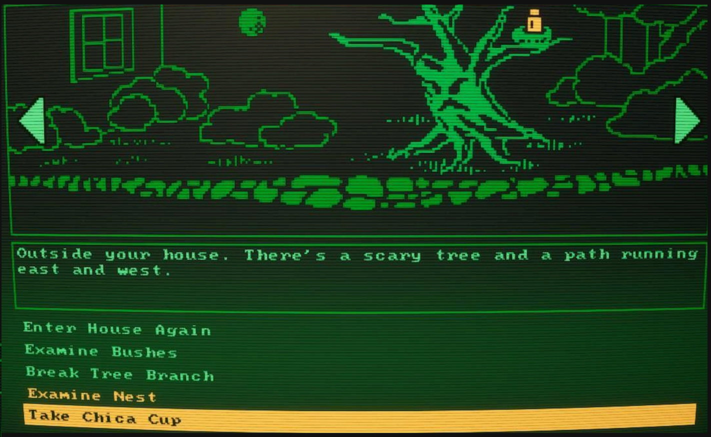
Upon entering the game, you find yourself inside a child's bedroom. Pressing “A” and “D” lets you cycle between different locations of the bedroom, and find new items to help on your journey. Find the “Closet” and open it to find a monster wearing the Hedgehog Mask.

After this, keep scanning until you find a Toy Box with a Sharpay Plushie inside. Examine, and take the plush - a key can be found inside.



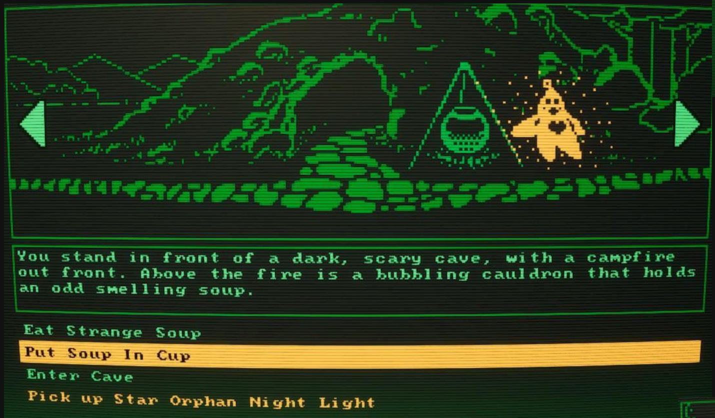
Once these two are collected, go back to the bed and put on the Hedgehog Mask. Unlock the window and climb through, venturing out into the surrounding woods.

Before you is a scary tree, with something in its nest. Examine the nest, and collect Chica's Party Cup which sits inside. Find the Forest Cave, and fill the cup with soup before collecting the Star Orphan Night Light.



Outside your house. There's a scary tree and a path running east and west.

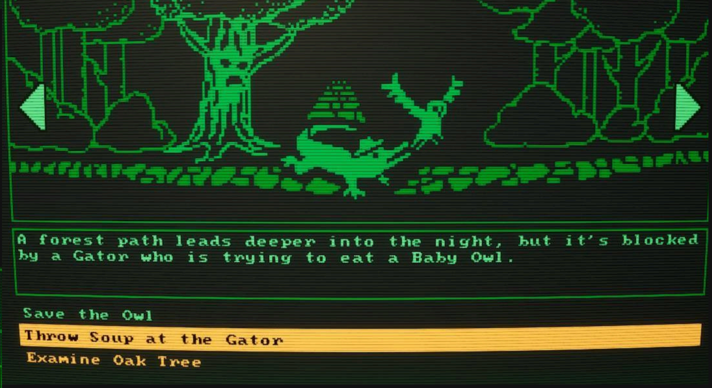
Enter House Again
Examine Bushes
Break Tree Branch
Examine Nest
Take Chica Cup



You stand in front of a dark, scary cave, with a campfire out front. Above the fire is a bubbling cauldron that holds an odd smelling soup.

Eat Strange Soup
Put Soup In Cup
Enter Cave
Pick up Star Orphan Night Light

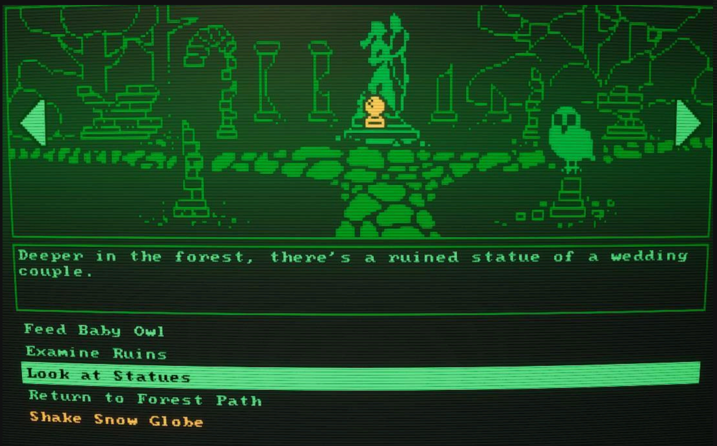
Take the soup and find the East Forest Path. Throw the soup at the gator. It will eat it, die, and clear a path for you to follow. But don't take it just yet!



A forest path leads deeper into the night, but it's blocked by a Gator who is trying to eat a Baby Owl.

Save the Owl
Throw Soup at the Gator
Examine Oak Tree

Examine the Oak Tree first, and collect the Ranger Knife from its trunk. Return to the Scary Tree at the start, and break a tree branch off for later.

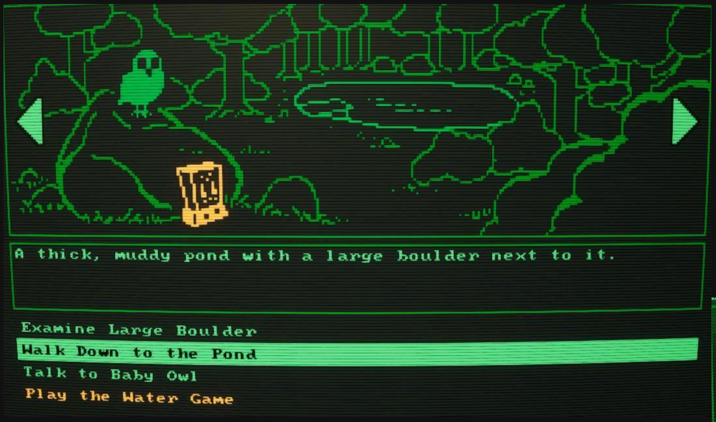


Deeper in the forest, there's a ruined statue of a wedding couple.

Feed Baby Owl
Examine Ruins
Look at Statues
Return to Forest Path
Shake Snow Globe

Once you've collected the Walking Stick, you can enter the Forest Ruins where the statue of a married couple stands in the midst of ruins. By interacting with this statue, you can collect the gentleman's bowtie, which we will need for later.

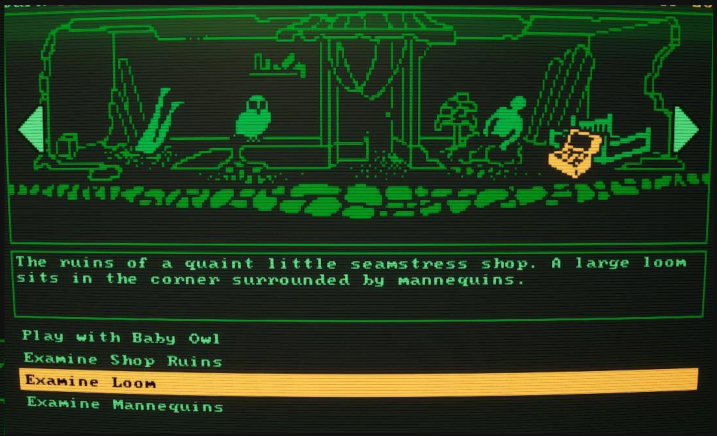
Explore the surroundings until you come across a pond. Approach it, and examine the Pirate Ship to collect the Foxy Puppet.



A thick, muddy pond with a large boulder next to it.

Examine Large Boulder
Walk Down to the Pond
Talk to Baby Owl
Play the Water Game

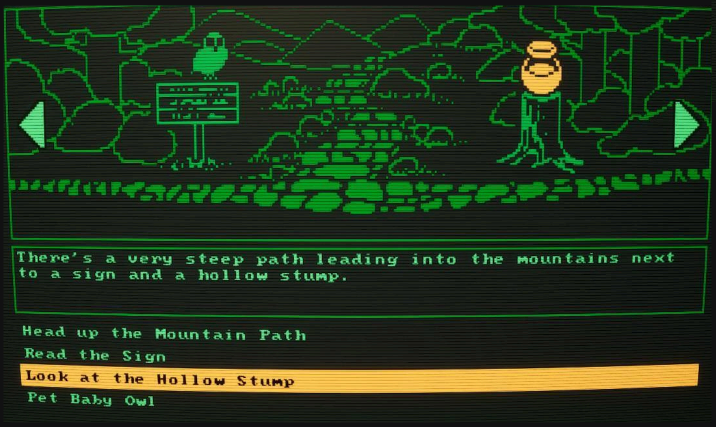
Continue exploring to find the Dark Forest Fountain. Here, you will find a Loom. Examine it, and take the Sewing Kit found adjacent to it.



The ruins of a quaint little seamstress shop. A large loom sits in the corner surrounded by mannequins.

Play with Baby Owl
Examine Shop Ruins
Examine Loom
Examine Mannequins

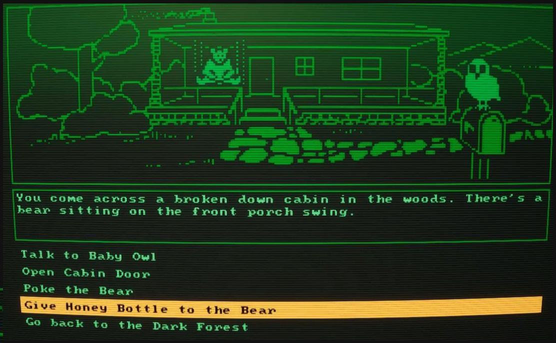
Make your way towards the Dark Forest Path, and collect the Jar of Honey which sits on a hollow stump.



There's a very steep path leading into the mountains next to a sign and a hollow stump.

Head up the Mountain Path
Read the Sign
Look at the Hollow Stump
Pet Baby Owl

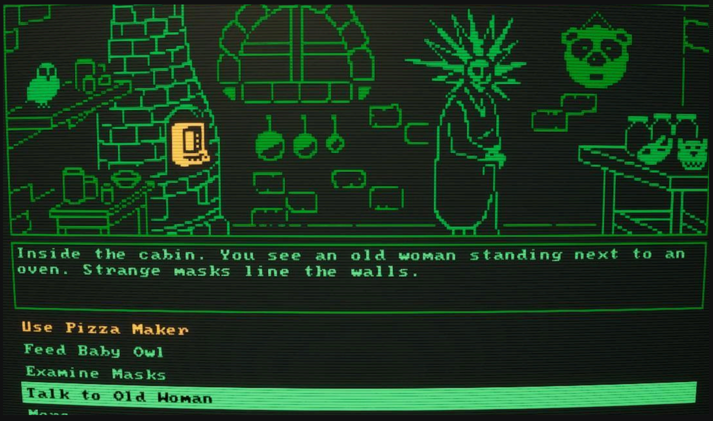
Now take your walking stick, and hike up the Mountain Path. Upon reaching the Dark Forest Cabin, a bear will block the entrance. Give the honey we gathered to the bear, and it will wander away.



You come across a broken down cabin in the woods. There's a bear sitting on the front porch swing.

Talk to Baby Owl
Open Cabin Door
Poke the Bear
Give Honey Bottle to the Bear
Go back to the Dark Forest

Upon entering the cabin, we will find an Old Woman (F10-N4) who sits beside 3 broken masks. By talking to her, she instructs us to fix the masks for a "great reward."

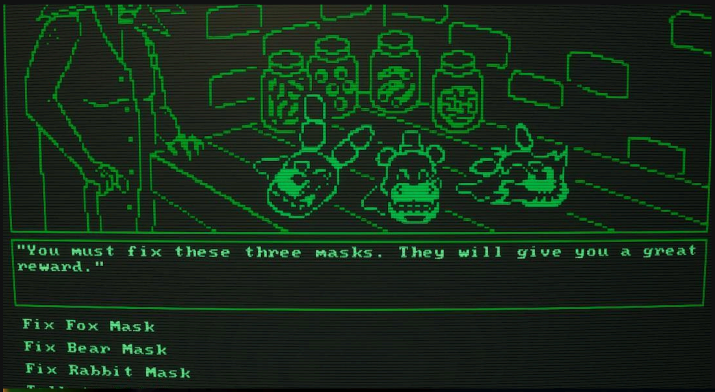


Inside the cabin. You see an old woman standing next to an oven. Strange masks line the walls.

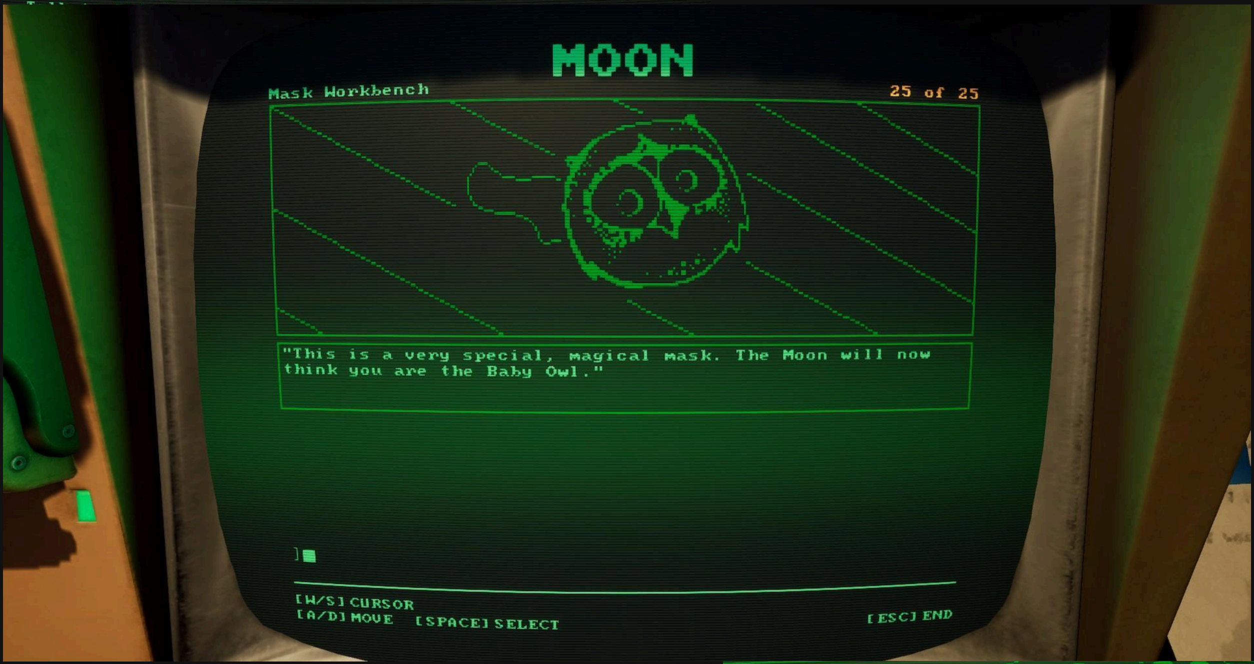
Use Pizza Maker
Feed Baby Owl
Examine Masks
Talk to Old Woman

To fix the masks, we must repurpose the items we've collected before. To fix the Fox Mask, use the Foxy Puppet from before. To fix the Bear, use the Bowtie. The Bunny can be fixed with the Sewing Kit from the ruins.

Once fixed, talk to the Old Woman, and collect the Baby Owl Mask. The Moon will now think you are the Owl, and will let you enter into the Dark Cave.


"You must fix these three masks. They will give you a great reward."

Fix Fox Mask
Fix Bear Mask
Fix Rabbit Mask

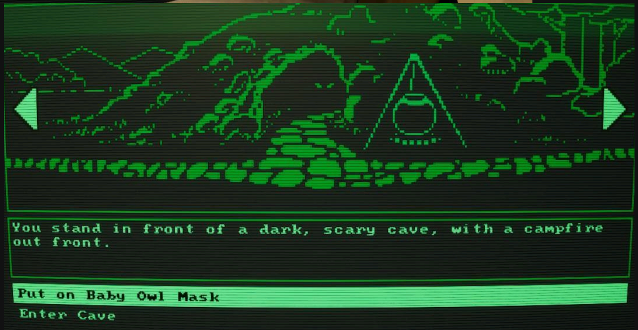

MOON
Mask Workbench
25 of 25

"This is a very special, magical mask. The Moon will now think you are the Baby Owl."

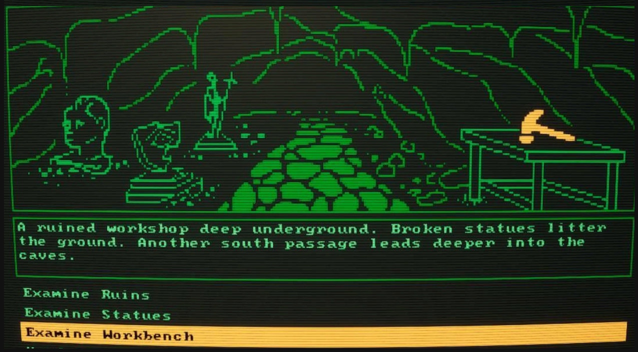
[W/S] CURSOR
[A/D] MOVE [SPACE] SELECT
[ESC] END

Equipped with the Baby Owl mask, retreat back towards the Dark Forest Ruins, and onto the Forest Path. Equip the Baby Owl Mask, and proceed into the Dark Cave.

Continue on until you find a workbench with a hammer. Examine the workbench, and collect the Toy Hammer. After this, continue on into the cave until you find the Broken Statue.

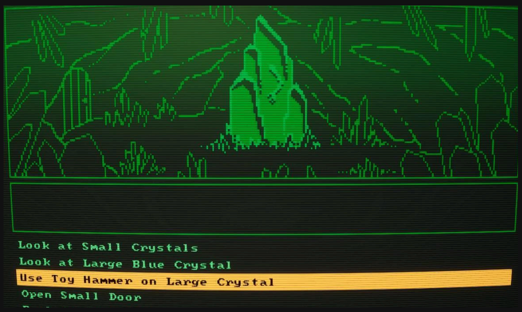

You stand in front of a dark, scary cave, with a campfire out front.

Put on Baby Owl Mask
Enter Cave

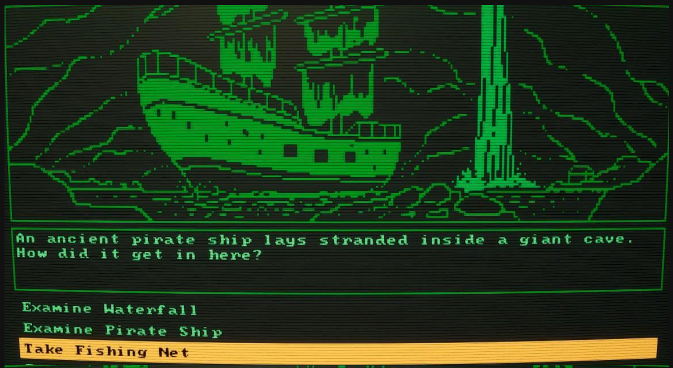

A ruined workshop deep underground. Broken statues litter the ground. Another south passage leads deeper into the caves.

Examine Ruins
Examine Statues
Examine Workbench

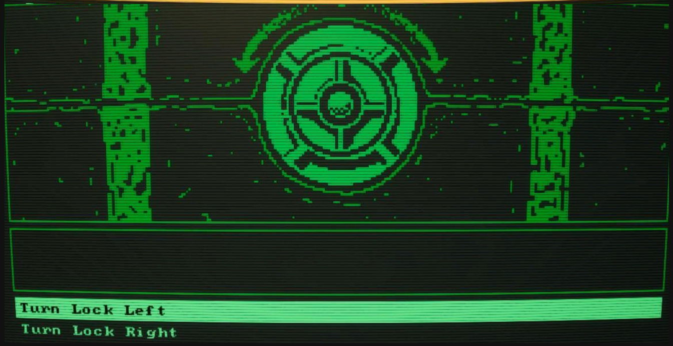
Upon entering the Cave Hub, 3 arches surround a broken jester statue. Enter the North Arch, and use the Toy Hammer on the Large Crystal. Collect the Left Arm, and open the nearby Small Door. You'll find a carving of arrows pointing "Left, Right, Right, Left."


Look at Small Crystals
Look at Large Blue Crystal
Use Toy Hammer on Large Crystal
Open Small Door

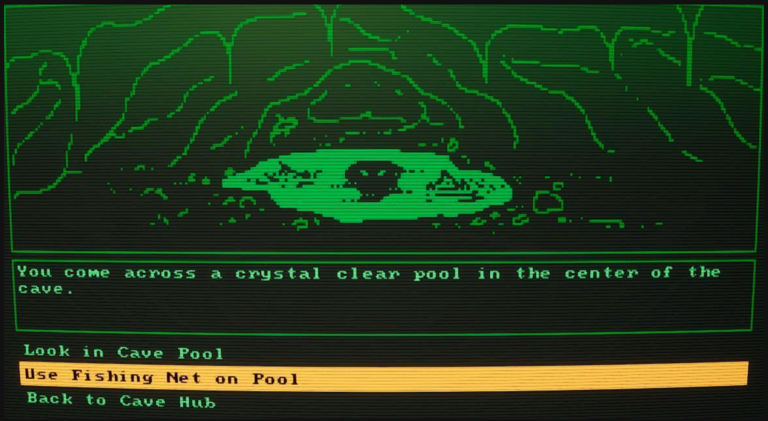
Head back into the Cave Hub to deposit the arm, before exploring the West Arch next. Within the cave is a pirate ship, and a large waterfall with a hidden passage. Examine the pirate ship and collect the fishing net. Then, examine the waterfall, and enter the path it hides.


An ancient pirate ship lays stranded inside a giant cave. How did it get in here?
Examine Waterfall
Examine Pirate Ship
Take Fishing Net

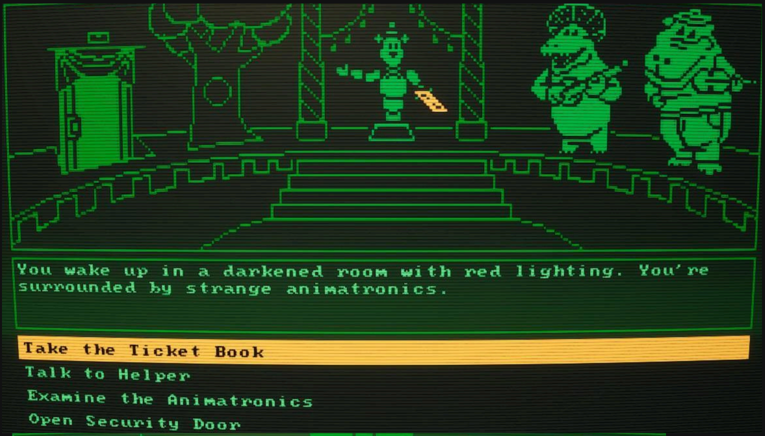
In here, you'll find a locked Treasure Chest containing the next arm. Its combination lock requires a password, which we already discovered to be Left, Right, Right, Left. Take this arm back to the hub, and enter the East Arch.


Turn Lock Left
Turn Lock Right

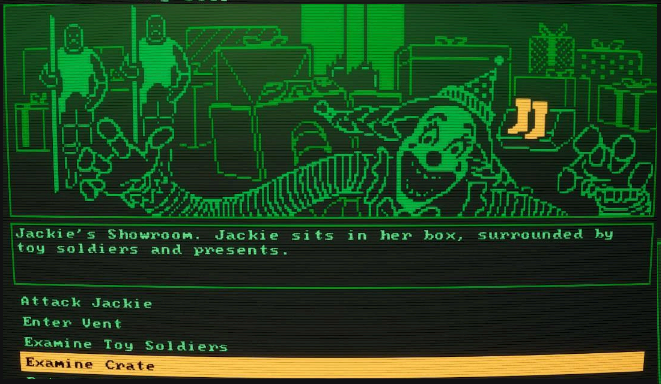
In here, we find a Cave Pool that hides something at the center. We can collect this with the Fishing Net we collected earlier. Take the Moon Head, and return it to the statue, where we can continue onto the next part of the minigame.


You come across a crystal clear pool in the center of the cave.
Look in Cave Pool
Use Fishing Net on Pool
Back to Cave Hub

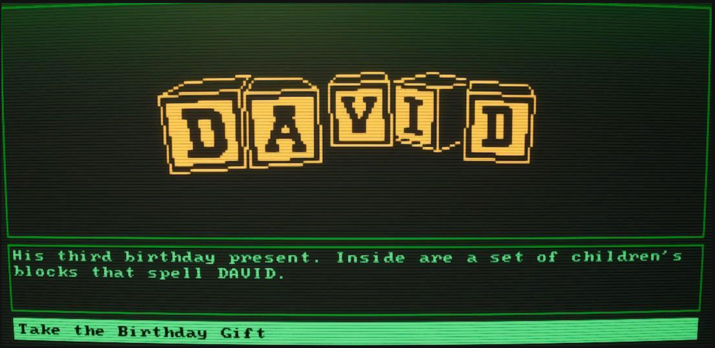
Completing the statue will transport you into the MCM Welcome Show, where Mr. Helpful graciously hands you a FallFest Ticket Book. Take the Ticket Book, and open the Security Door.


You wake up in a darkened room with red lighting. You're surrounded by strange animatronics.
Take the Ticket Book
Talk to Helper
Examine the Animatronics
Open Security Door

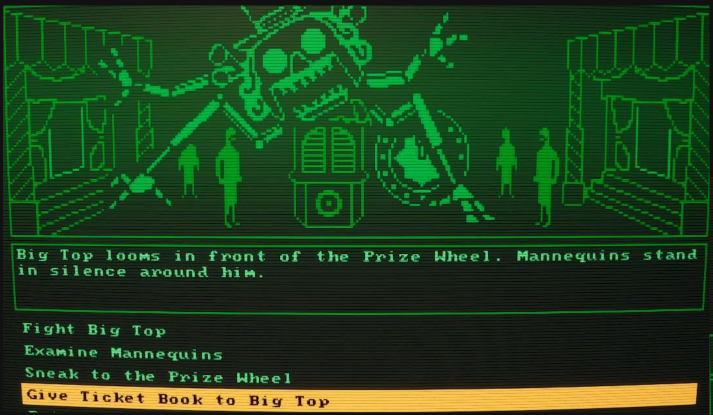
Here, you will find Jackie sitting inside her showroom, with a pair of Rainy Day Boots nearby. Examine the crate, and use the boots to trap Jackie within them.


Jackie's Showroom. Jackie sits in her box, surrounded by toy soldiers and presents.
Attack Jackie
Enter Vent
Examine Toy Soldiers
Examine Crate

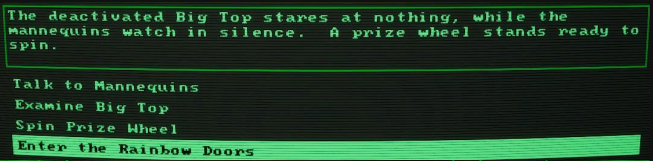
Now that she's gone, collect the Birthday Present she left behind, and enter the vent behind her.


DAVID
His third birthday present. Inside are a set of children's blocks that spell DAVID.
Take the Birthday Gift

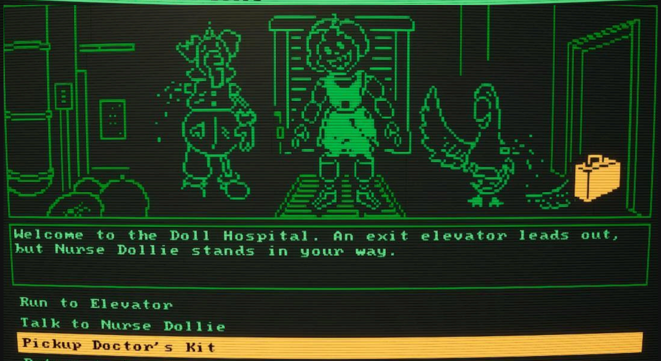
As you enter into the Big Top Showroom, give Big Top the Ticket Book you received earlier from Mr. Helpful.


Big Top looms in front of the Prize Wheel. Mannequins stand in silence around him.
Fight Big Top
Examine Mannequins
Sneak to the Prize Wheel
Give Ticket Book to Big Top

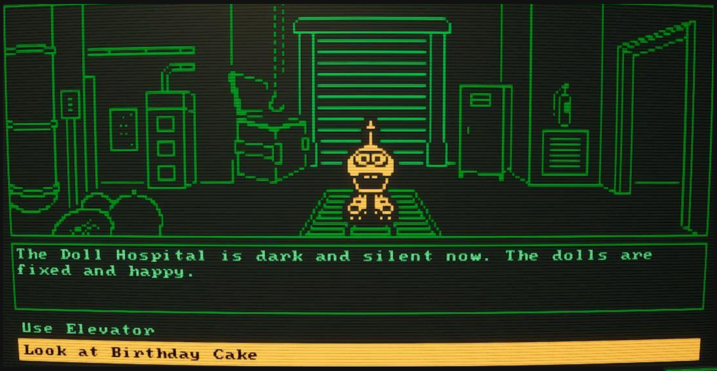
Inside Big Top is another birthday present. Collect this, and spin the Prize Wheel to enter the Rainbow Doors.


The deactivated Big Top stares at nothing, while the mannequins watch in silence. A prize wheel stands ready to spin.
Talk to Mannequins
Examine Big Top
Spin Prize Wheel
Enter the Rainbow Doors

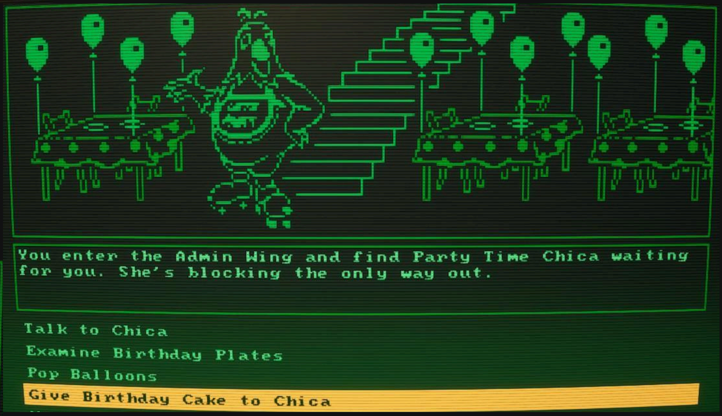
At the Doll Hospital, a Doctor's Kit sits nearby. Take this, and use it to repair the Broken Duck and Elephant.


Welcome to the Doll Hospital. An exit elevator leads out, but Nurse Dollie stands in your way.
Run to Elevator
Talk to Nurse Dollie
Pickup Doctor's Kit

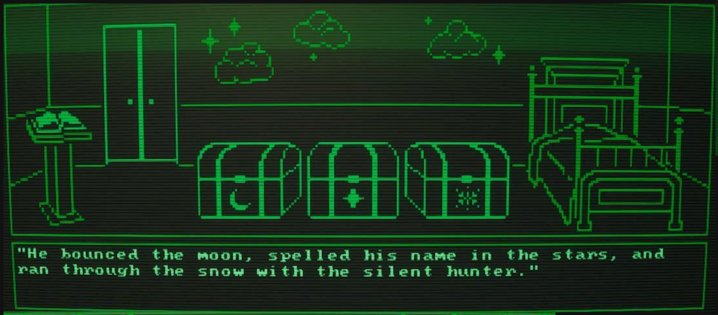
Talking to Dollie will reveal a Birthday Cake. Take this, and continue on into the Elevator where we'll find Party Time Chica.


The Doll Hospital is dark and silent now. The dolls are fixed and happy.
Use Elevator
Look at Birthday Cake

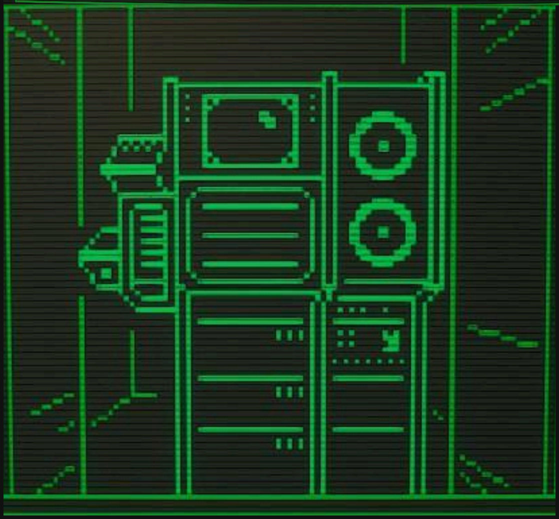
Give her the birthday cake to make her leave, revealing the final birthday present we need to complete this minigame.


You enter the Admin Wing and find Party Time Chica waiting for you. She's blocking the only way out.
Talk to Chica
Examine Birthday Plates
Pop Balloons
Give Birthday Cake to Chica

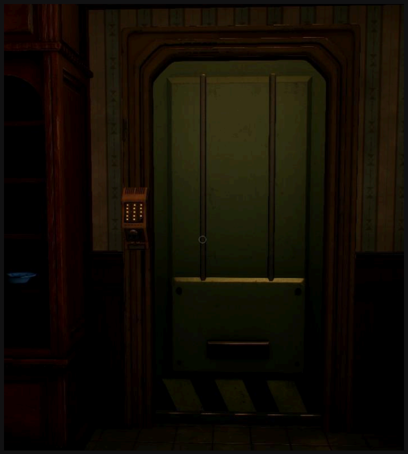
Take these toys, and climb up the stairs into David's room. Here, you will find a Storybook with 3 boxes - a Moon, a Star, and a Snowflake.


"He bounced the moon, spelled his name in the stars, and ran through the snow with the silent hunter."

Place each toy in its corresponding box; the Ball goes with the Moon; the Blocks with the Stars; the White Tiger in the Snow Box. By completing the puzzle the closet will open, and you can unlock the Glitched Permission upgrade. Finish the minigame, and proceed through the game as normal up until entering the Main House for the secret ending.

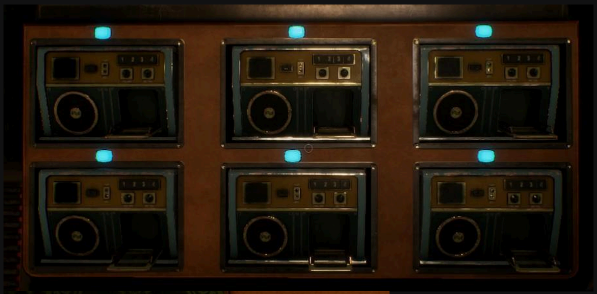


After completing the Research & Development, finishing MOON.EXE, and making your way back towards the Main House in New Game+, re-enter the room with the projector. Rather than collecting Film Reels, we must find a series of 6 cassette tapes.



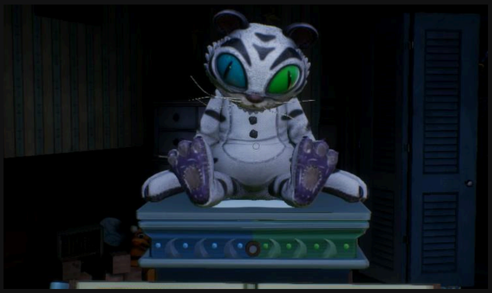
Each cassette is hidden behind the doors which require Glitched Permissions to unlock. The first can be found in the kitchen. Take the cassette, and put it in the inventory system.

The next cassette is at the far end of the bottom floor, near the staircase. Collect this once again, and head to the top floor. On the right, you'll find another glitched door. Not only will you find another cassette, but you can also deposit all previous tapes in here.

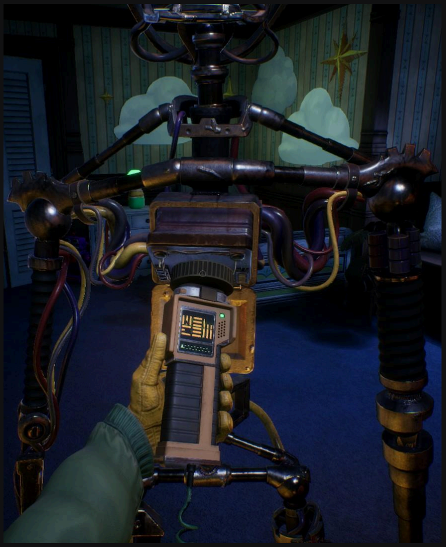


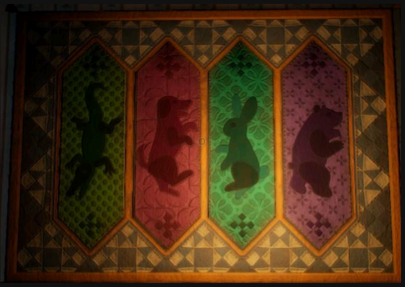
The last three cassettes are found on the top floor, to the left, right, and center of the room you're currently in. The two remaining Audio Logs can be found in the far left and center locked rooms. Once you've collected the remaining cassettes, we can begin the Storytime ending.

Once all cassettes are inserted into their players, a hatch will open, allowing you to crawl into David Murray's bedroom. Take the White Tiger with you, as we will need it to start the cutscene.



To start the Storytime Cutscene, place the White Tiger doll on the Storytime Pedestal. M2 will activate, and shrink down to the size of young David. M2 seems to reject this identity, and is actively fighting against it. In order to calm M2, turn to your right and view the sign.





As the story will progress, listen for cues from either Edwin or Fiona. As they ask for what happens next, press the appropriate button in correspondence with the poster. If you press the button too late, M2 will succumb to its rage, and kill you.

After repeating this four times, M2 will be pacified, and you can restart the program with the Glitched Permission upgrade. Simply insert your Data Diver into the Mimic Endoskeleton, and turn. Congratulations, you’ve officially completed EVERYTHING there is to do in *Five Nights at Freddy’s: Secret of the Mimic*!

If you have not followed this guide to completion, and are still missing any collectibles, text logs, audio logs, and achievements, please refer to the later portions of this guide. We provide an in-depth explanation on any question you may have left about the game.

WHAT'S THE SECRET?

After completing *Secret of the Mimic*, finding all there is to find, and diving deep into the world of the Murray's, it's likely you still have not solved what exactly the secret was. It's a common question, never stated in-game for that very reason. It's a secret.

If the game had told you, "This is the secret," then it's no longer a secret. You are not entitled to understanding the Mimic, why it worked, and how to create it. It's a secret which drove Edwin to madness. It's a secret that Fazbear tried to sell. It's a secret that William experimented with, piecing together fragments of his understanding to wield it against others. This is all to say the answer is complex. There is no one "secret," as the deeper you look, the more you'll find. So, we've compiled a few of our favorite interpretations on the "Secret" of the Mimic.

"...of the Mimic"

What did you expect? It's in the title! "The best way to keep a secret is to pretend there isn't one." - Margaret Atwood

"Itself"

Dispatch never told Arnold about the Mimic until he entered the building. M1 told Edwin to keep her existence to himself.

"Inevitability"

Humanity shields themselves from loss through ways of replacing what once was. The Secret is a subconscious urge to know more. It's a means to an end, a change to play God, and the conquering of death itself. No matter when, why, or how, someone will always try to understand the Secret to eternal life.

“What Ticks”

Edwin states that he’s unsure, “why [The Mimic] worked the first time,” when the reality is it never did. F10-N4 is a bastardized product of a mad man's delusion, created to further neglect the responsibilities of being a father.

By creating M2 from a copy of the M1 program, it understood itself better than most. It's an idea so pure that it shone a mirror to Edwin and his failures. Edwin’s projection of rage is a reflection of his grief in losing everything he ever had.

“The Events”

The events of the game are buried deep in decades of tragedies under Fazbear Entertainment. It’s possible that even Fazbear isn’t fully aware of what transpired.

“Schematics”

The Mimic’s blueprints, the methods behind its creation, and the secret to its defeat. In the end, M2 fought to keep the Data Diver from both M1 and Fazbear’s hands, resulting in the death of Arnold. “Three may keep a secret, if two of them are dead.” - Benjamin Franklin

“...of the Marketing”

We had to. From a private demo, to hardly any advertisement, *Secret of the Mimic* is by all means a hidden gem.

“Two of them”

Two of them.

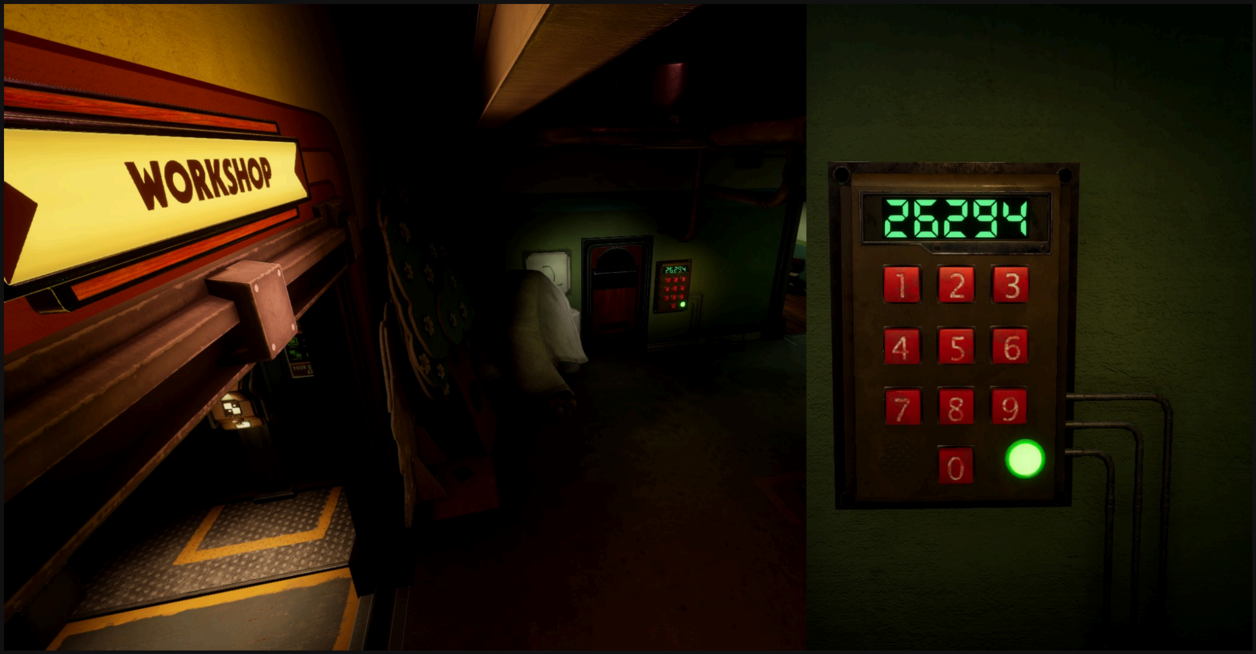
gotoh

two of them

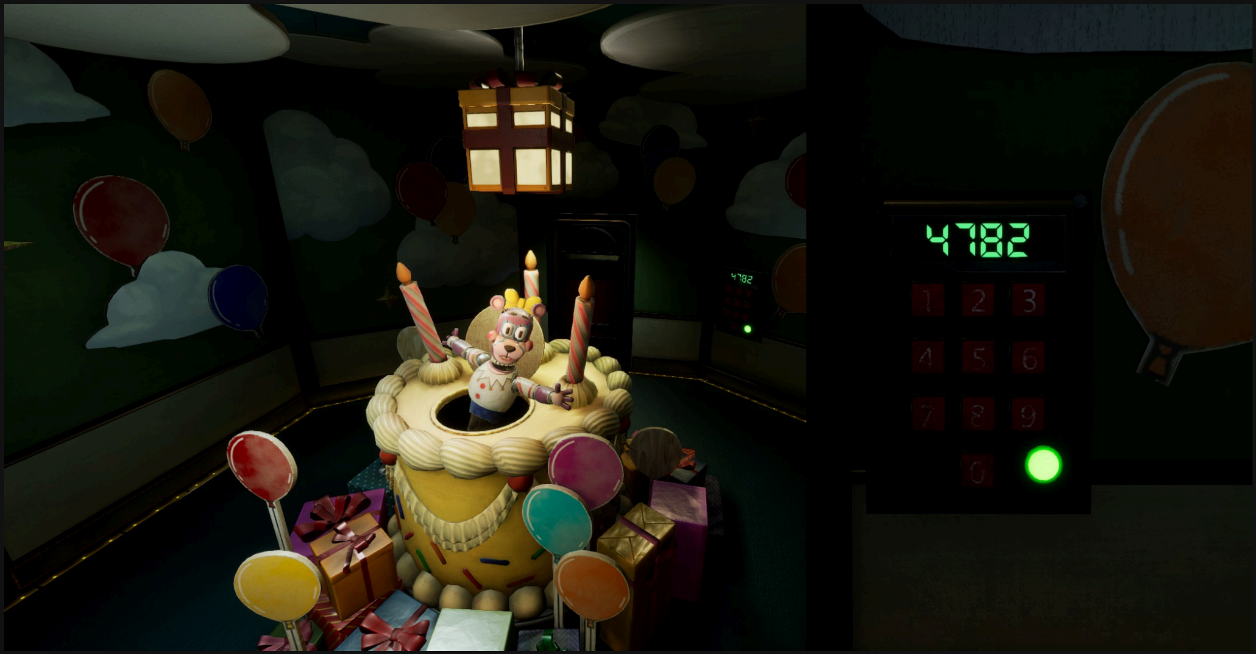
two of them

PASSCODE DOORS

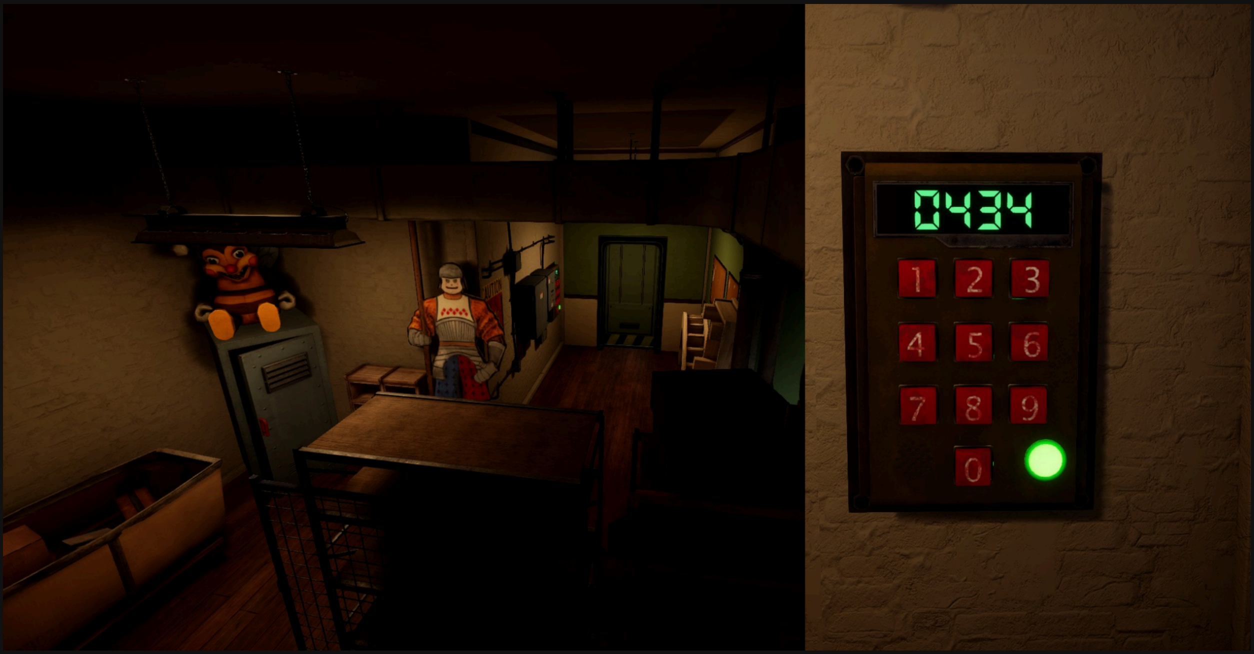
Main Hall Door - 26294


WORKSHOP
26294
1 2 3
4 5 6
7 8 9
0

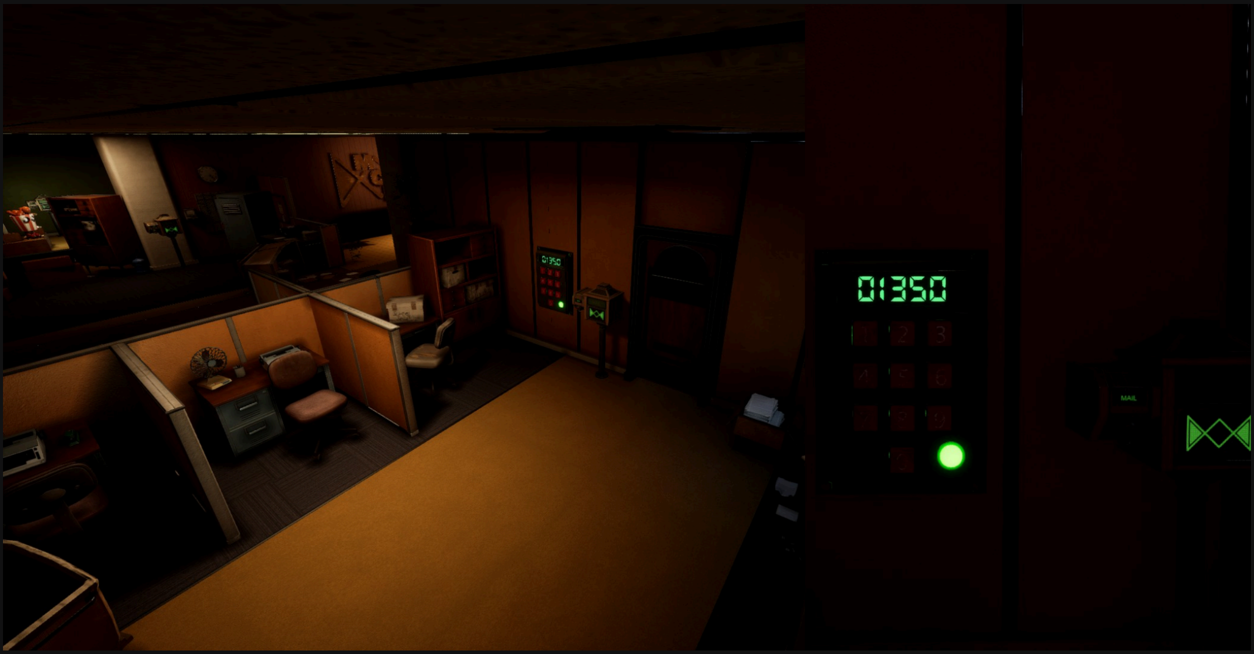
Birthday Showroom Door - 4782


4782
1 2 3
4 5 6
7 8 9
0

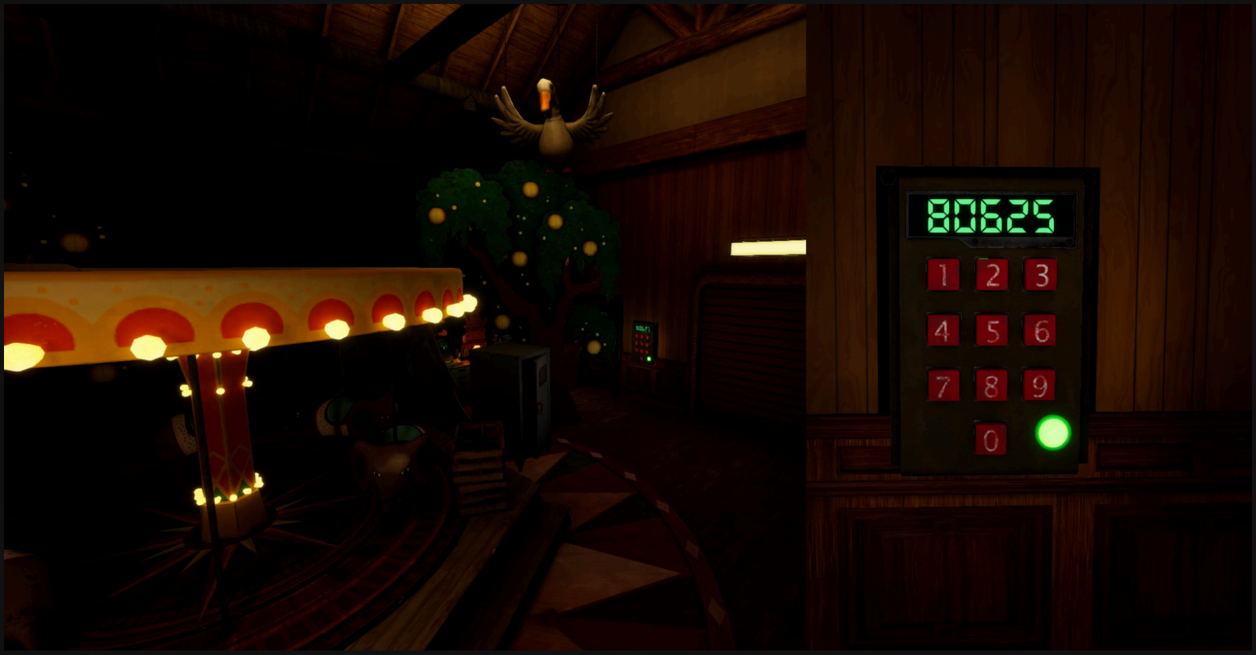
Birthday Backroom Door - 0434


0434
1 2 3
4 5 6
7 8 9
0

Admin Wing Door - 01350

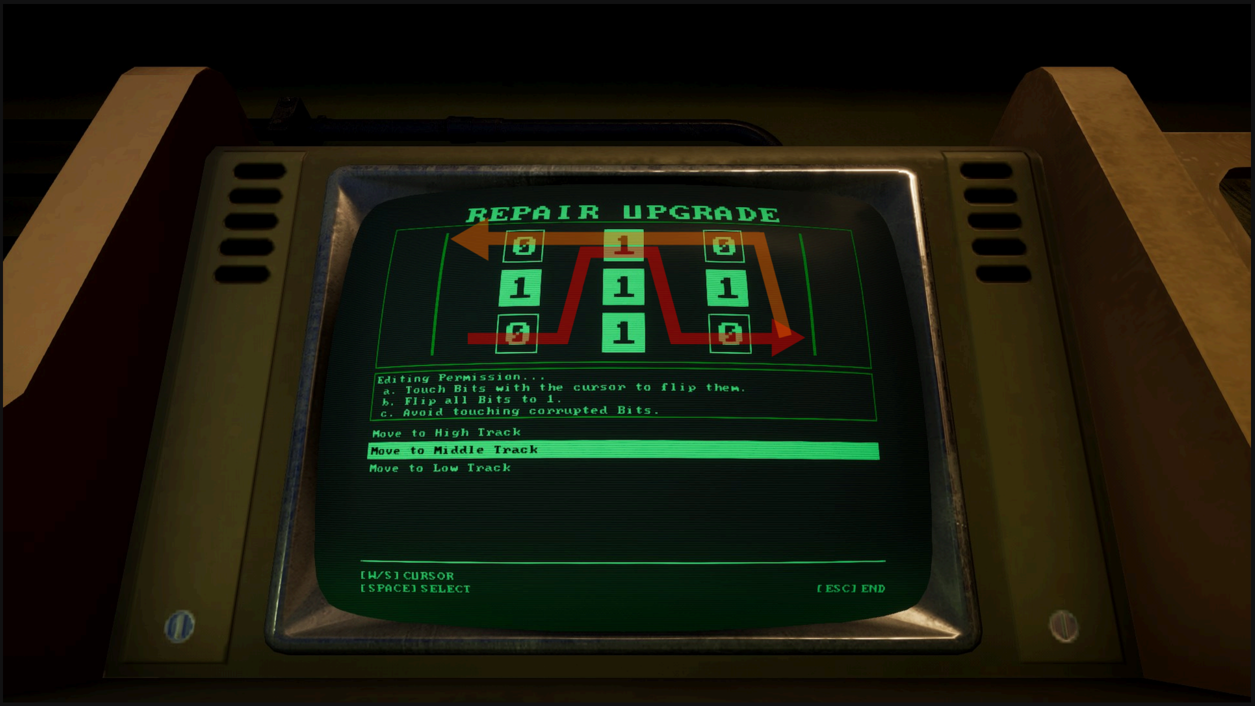


Retail Showroom Door - 80625


80625
1
2
3
4
5
6
7
8
9
0

UPGRADE PERMISSIONS

Repair Upgrade



REPAIR UPGRADE

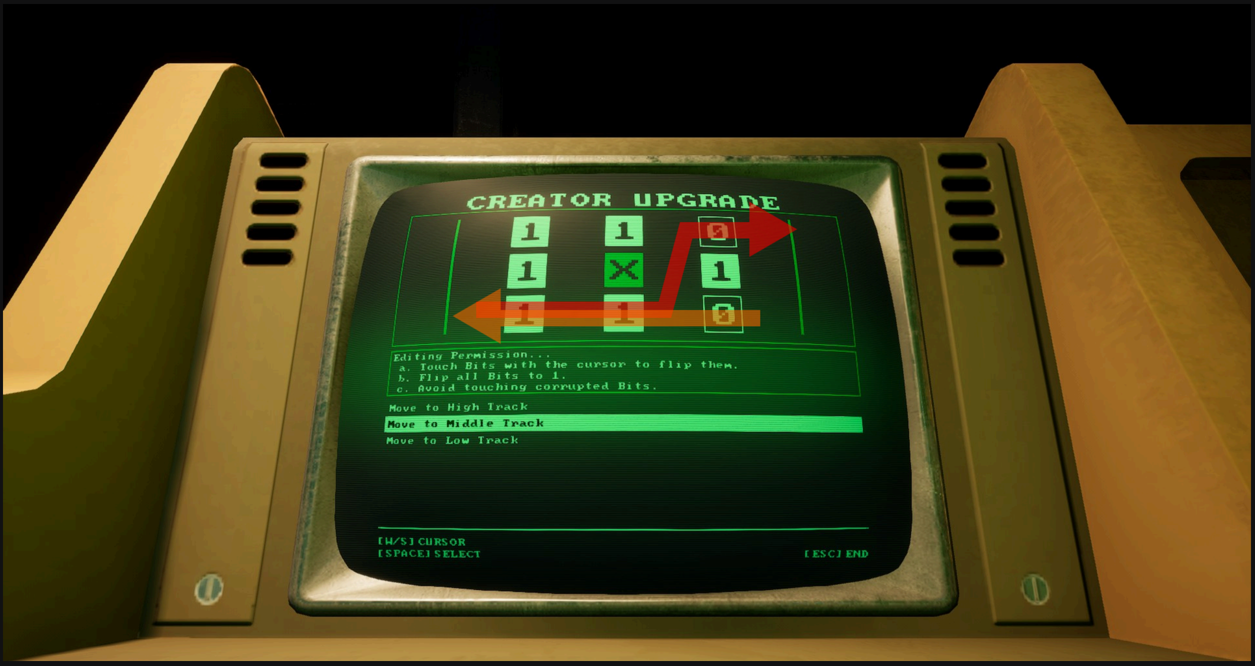
0 1 0
1 1 1
0 1 0

Editing Permission...
a. Touch Bits with the cursor to flip them.
b. Flip all Bits to 1.
c. Avoid touching corrupted Bits.

Move to High Track
Move to Middle Track
Move to Low Track

[W/S] CURSOR
[SPACE] SELECT
[ESC] END

Creator Permissions



CREATOR UPGRADE

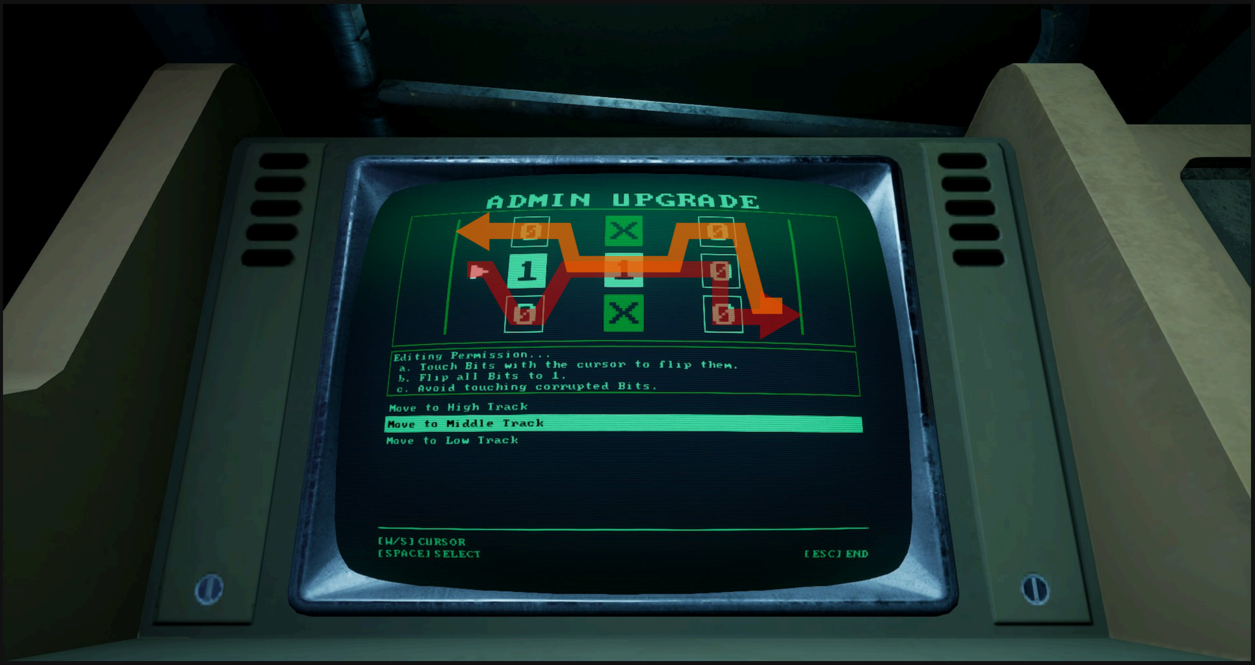
1 1 0
1 X 1
1 1 0

Editing Permission...
a. Touch Bits with the cursor to flip them.
b. Flip all Bits to 1.
c. Avoid touching corrupted Bits.

Move to High Track
Move to Middle Track
Move to Low Track

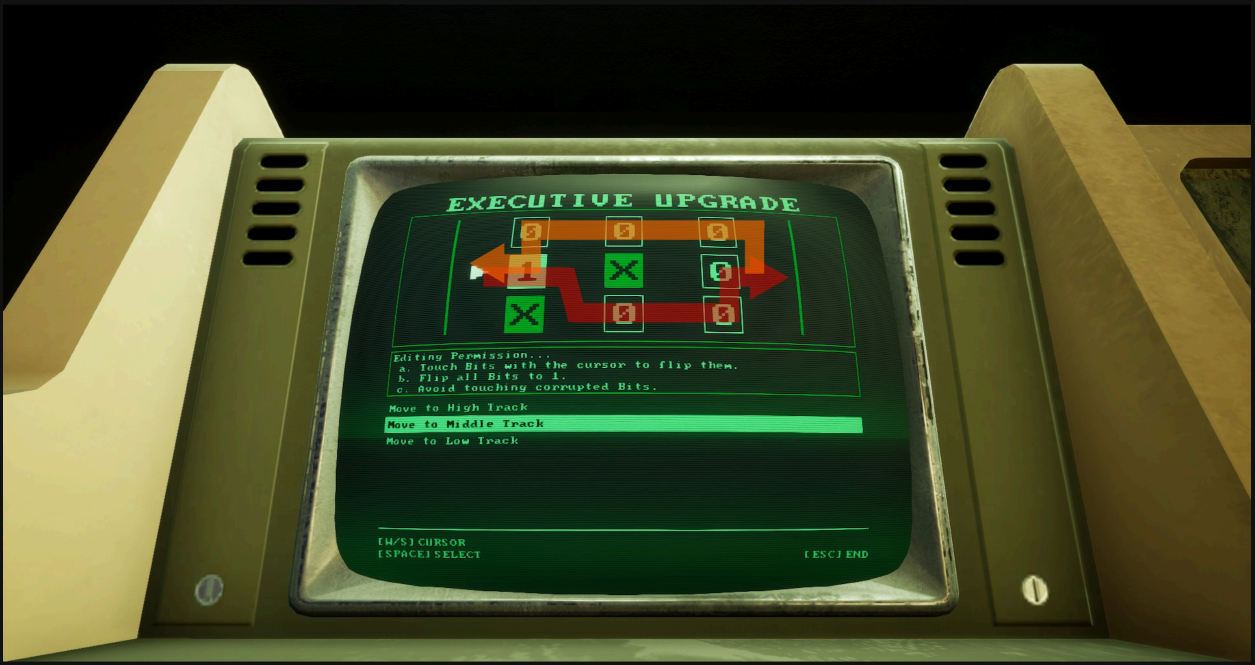
[W/S] CURSOR
[SPACE] SELECT
[ESC] END

Admin Permissions


ADMIN UPGRADE
0
1
0
1
0
0
0
Move to High Track
Move to Middle Track
Move to Low Track
[W/S] CURSOR
[SPACE] SELECT
[ESC] END

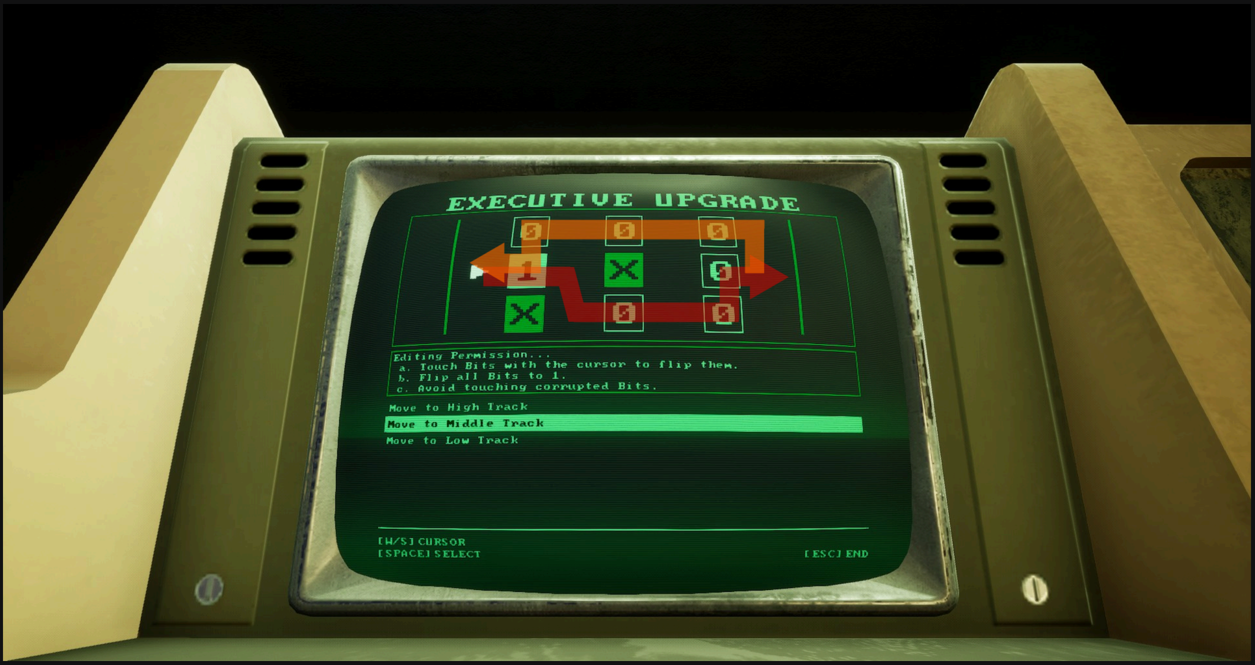
Editing Permission...
a. Touch Bits with the cursor to flip them.
b. Flip all Bits to 1.
c. Avoid touching corrupted Bits.

Executive Permissions


EXECUTIVE UPGRADE
0
0
0
1
0
0
0
Move to High Track
Move to Middle Track
Move to Low Track
[W/S] CURSOR
[SPACE] SELECT
[ESC] END

Editing Permission...
a. Touch Bits with the cursor to flip them.
b. Flip all Bits to 1.
c. Avoid touching corrupted Bits.

Glitched Permissions

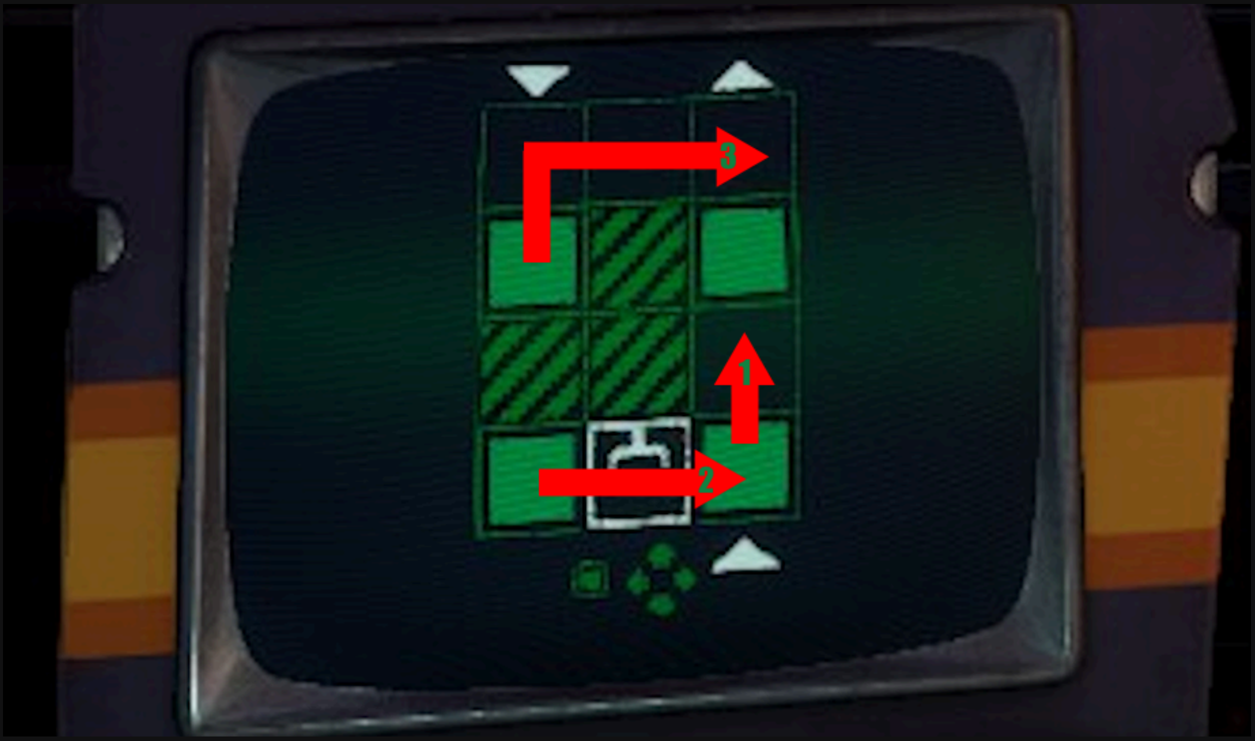

EXECUTIVE UPGRADE
0
0
0
1
X
0
X
0
0

Editing Permission...
a. Touch Bits with the cursor to flip them.
b. Flip all Bits to 1.
c. Avoid touching corrupted Bits.

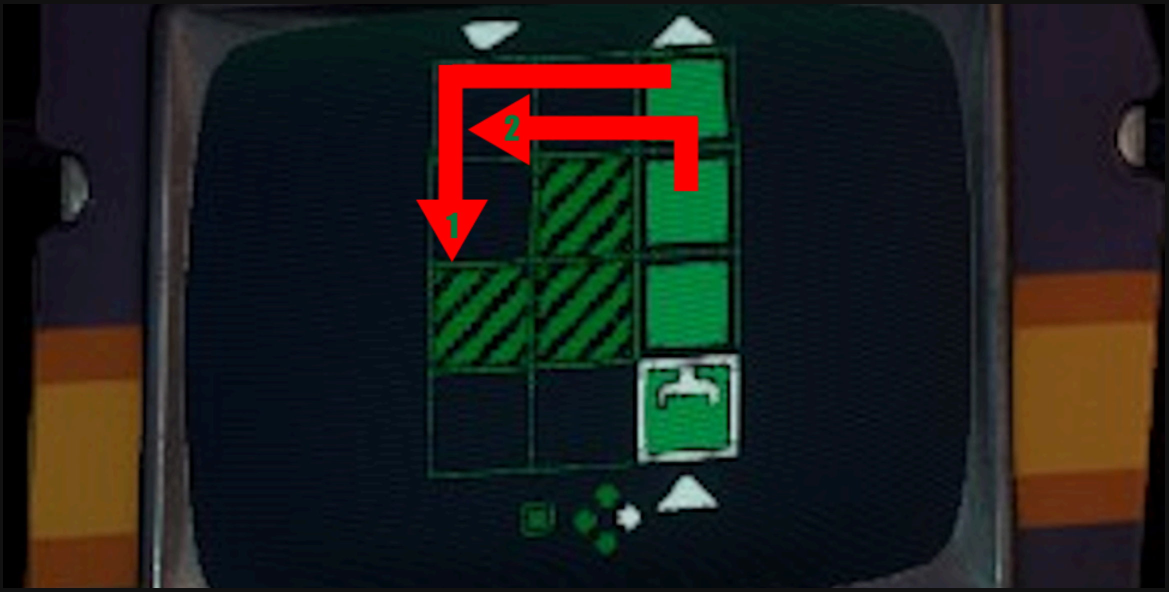
Move to High Track
Move to Middle Track
Move to Low Track
[W/S] CURSOR
[SPACE] SELECT
[ESC] END

CRANE GAMES

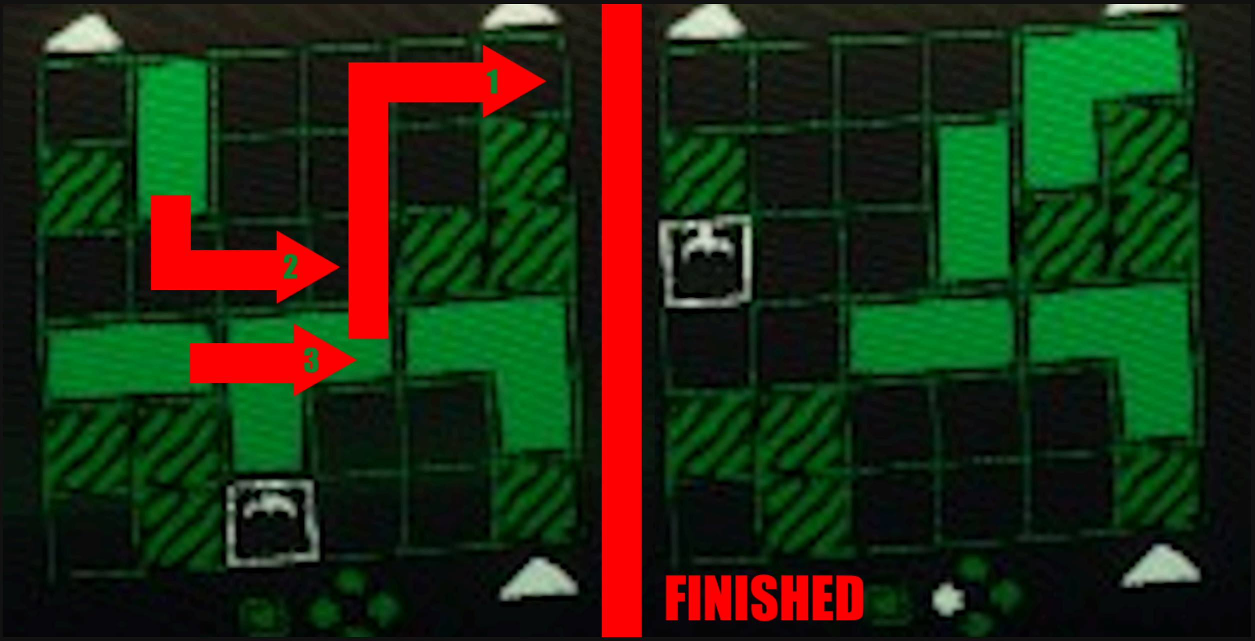
Theater Crane Game, Main Solution



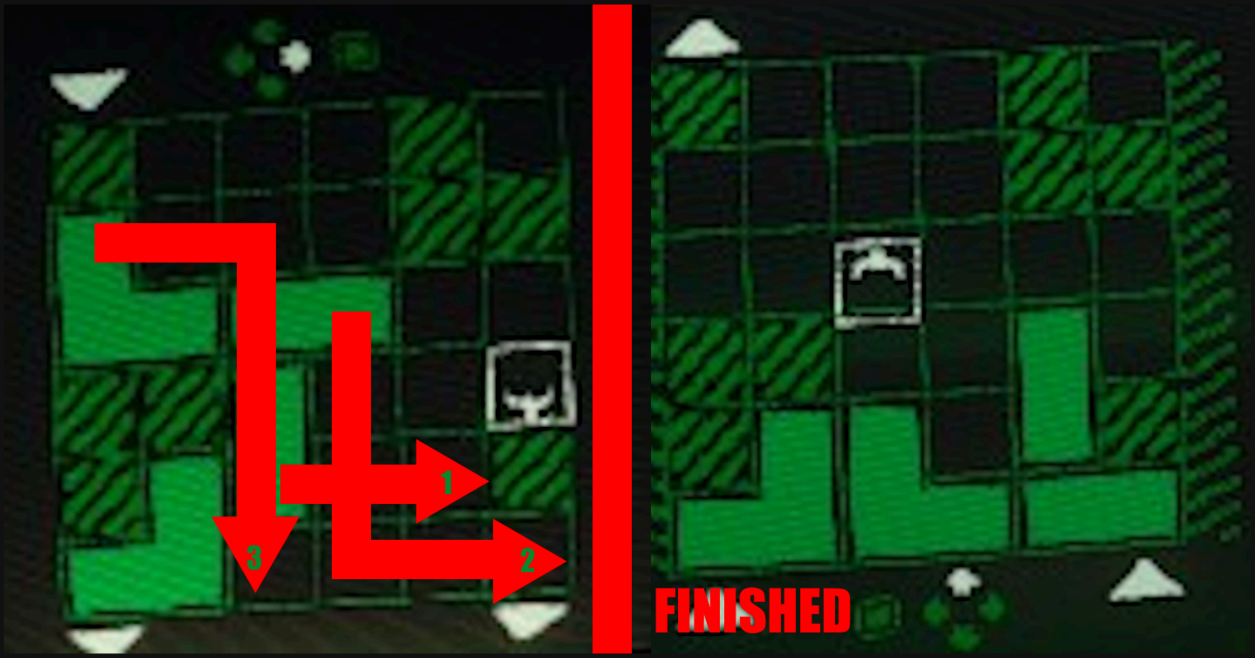
Theater Crane Game, Secret Solution



Loading Dock Crane Game, Main Solution 1


1
2
3
FINISHED

Loading Dock Crane Game, Main Solution 2


1
3
2
FINISHED

ALL ACHIEVEMENTS

Non-Zero Chance

“Get jumpscared.”

Self explanatory. Get caught by The Mimic, and shout as loud as you can.

Olly Olly Oxen Free

“Played party games with a Jackie in the Box.”

This achievement is unlocked after completing Jackie’s Chase.

Boop

“Boop the nose.”

In the Big Top Showroom, throw a ball at the Clown’s nose in Ball Toss.

Dental Coverage

“Knock out all teeth in a single round of ball toss.”

In one round, knock the teeth out of all 3 Clowns.

Good Night, Sleep Tight

"Enter the Storytime Showroom"

This achievement is missable. To unlock, you must enter the Storytime Showroom once during a run.

Pew Pew

"Shoot a "threat" with a ball gun."

Shoot Mr. Helpful or a Mannequin with a Ball Gun in the Big Top Showroom.

Tickets Please

"Return from the Big Top Showroom."

This achievement is unlocked after completing Big Top's Chase.

Aye Aye, Captain!

"Teach the pirate crew a valuable lesson."

This achievement is unlocked after completing the Puppet Show.

Technician

"Complete all repair tasks."

This achievement is unlocked after completing all Elevator Repair missions.

Doctor's Orders

"Return from the Recycling Center."

This achievement is unlocked after completing Dollie's Chase.

We Have A Winner!

"Get high scores on all carnival games."

Get high scores on all 5 Carnival Games. 3 are located in the Big Top Showroom. One is located in the Warehouse via the green bus elevator. The final one is found after the Loading Bay Crane puzzle in a storage room adjacent to the Warehouse. A ball gun is required, and must be collected during the Big Top Showroom mission.

Belated Birthday

"Find the party room."

This achievement is unlocked when entering the password protected Admin Wing Conference Room.

Executive Permissions

“Get executive access to the MCM.”

This achievement is unlocked after completing the Executive Upgrade Machine.

Fundaphobia

“Take a “shortcut” through the basement.”

This achievement is unlocked after completing the White Tiger Boss Fight.

Pleasant Dreams

“Stay up past your bedtime”

Enter the Retail Showroom with Executive Permissions via the Welcome Lobby. Traverse through and unlock the password protected door.

Clock Out

“Hand over the Data Diver and leave the building. A job well done!”

At 4 AM, return the Data Diver to the Inventory Tube System.

Parachute

“Run Edwin’s “Parachute” program.”

Do not return the Data Diver. Activate the Security Office Terminal and select “PARACHUTE.EXE”.

Think Positive!

“Take a ride to the main house.”

This achievement is unlocked after the darkride to the Inventor’s House.

Unfinished Business

“Keep the Data Diver and walk off the job.”

Complete the Parachute Program ending.

Memorabilia

“Deposit every collectible into the inventory system.”

More info coming in the full document. For now, refer to this guide for all Collectible locations: https://steamcommunity.com/sharedfiles/filedetails/?id=3501394747

Mail Call

“Collect all text logs.”

More info coming in the full document. For now, refer to this guide for all Text Log locations: https://steamcommunity.com/sharedfiles/filedetails/?id=3499709539

Good Listener

"Listen to every Audio Log."

More info coming in the full document. For now, refer to this guide for all Audio Log locations: https://steamcommunity.com/sharedfiles/filedetails/?id=3499830482

Master Adventurer

“You have found my presents. You have completed my tasks.”

This achievement is unlocked after completing MOON.EXE

Story Time

“Fix what is broken.”

This achievement is unlocked after completing New Game+ and the Secret Ending.

Golden Hours

“Obtain all other achievements.”

Congratulations! You’ve just completed everything there is to do in Secret of the Mimic! Give yourself a big pat on the back - you deserve it!

HELPER TERMINALS

Welcome Lobby - Mrs Helpful

Basic: [Error. This elevator is out of service. Thank you for your patience!] Welcome! Enjoy a short ride on this reliably safe elevator to access the MCM Showrooms!

Security: Security Personnel, please help with client relations until the elevator repair is complete. Security Personnel, ensure the elevator weight limit exceed a combined total of 174 lbs or deceed 102 lbs. That can’t be right… What's the opposite of excede??

Repair [Broken]: Attention. Elevator maintenance is required. Refer to the “Repair cassette” for instructions. The repair cassette is conveniently located on the second floor balcony. Please enter the following code to retrieve the repair cassette… Zero-One-Five-Eight.

Repair [Fixed]: Attention. Elevator maintenance is NOT required

Creator: Tut-tut, creator. You know better than to be out here in the lobby. Get back to your work station!

Admin: Admins, please ensure that our creator staff aren't wandering around the lobby. With all the elevator issues, we really can't afford another incident.

Executive [Edwin’s Voice]: Honey, that stupid elevator keeps acting up. Every time it breaks, I get pulled away to reset the thing. These disruptions totally throw off my vibe. But, I had the best idea. Could you make a quick instructional tape telling staff how to fix it? Love you!

Showroom Lobby - Mr Helpful

Basic: Welcome to the Murray Showrooms! Everything is for sale or lease! Please inquire within for availability and delivery options. We’re sad to announce that the Storytime Showroom is currently closed pending mitigations of insurance claims.

Security: Attention Security Personnel, the roof top access permissions have been changed to accommodate our creative team so they can re-tar the roof. If you require rooftop access, upgrade your permissions at the Security Office located on the second floor of the Big Top Showroom.

Repair: Please be aware of potential power spikes. In case of an outage, use the conduit in the Big Top Showroom entrance to reset the system.

Creator: Creators, we really need to make a good impression on our prospective clients. Strike that. Not just good, but great! Every night, we need you to look for any imperfections on our displays. Repaint and repair any scratches, scuffs, stains, dings, and dents you may find. We’ll let you figure out a good schedule, I’ve got a lot going on. Just make sure it gets done! And take pride in your work.

Admin: Attention, my admin friends, despite everything that's been going on, you’ve been doing such a great job holding everything together. And I was just thinking, we should do another one of our fun dinner parties. How long has it been? So, I invite you all up to the house for fondue and board games. Like we used to! Fiona loved it when we could put our work aside, even for a bit, and just… get to know each other. So I wanna do that. Tonight, yeah. Tonight at Eight… See you at Eight!

Executive: Fiona, surprise! It's me, Edwin. This might be a little awkward, but I have something very important to ask you, okay? Here goes… We’ve known each other for how long now? I don't remember your start date off the top of my head, but it's been a few. Oh… Dummy, start over… Aw come on, rewind not working… Well, uh, keep going. Just, uh Fiona, ignore that part. Anyway, you are the most amazing artist and creator I have ever been lucky enough to employ. You know, MCM wouldn’t be this successful without you. You’ve become the heart of this company, and I want to share it with you… And you’re also really pretty, like, ‘asymmetrical’ pretty. Ugh, I should have led with that. And you’re fun and funny. Not a lot of things make me happy, but you do… And you make the best puppets! And I guess what I’m trying to say is I can’t think of a future without you. I wanna keep making magic and sharing our creations with the world forever. So, will you marry me? Please? Uh… If yes, I have a ring to give you later. It's somewhere around here… And, leave a response at the sound of the beep! I love you.

Workshops - Mrs Helpful

Basic: Welcome to our world famous Costume Workshop. If you are not an MCM employee, please proceed to the client viewing area.

Security: Backstage theater access is restricted to potential clients and demonstration operators. For your safety, a springlock suit is required.

Repair: Springlock assembly may be required. Please ensure there are no… Hazards that could cause issues. Mr. Helpful is worried about the effects of moisture on the suit's functionality and safety.

Creator: If you are assigned to run the demonstration, please follow the demo instructions. A completed “Director” suit is required. Use the costume lift to access the theater booth. It won't operate unless you are wearing the suit. Once you are in place, the stage manager program will guide you through the demonstration. Good luck! Oh! I mean, break a leg! Sorry.

Admin: Every costume that leaves this building must now have shipping insurance. We can't keep doing these trivial repairs, it's pulling staff away from their other priorities.

Executive: Ed, I hate talking to you through this stupid bear, but it's hard to reach you otherwise… I’m worried about the new suit design. One of my costumers, Vic, nearly lost his hand today. All he did was spill a can of pop and the thing snapped shut like a bear trap! You’re busy, but you can’t rush these things! Please look into it.

Doll Hospital - Mr Helpful

Basic: Hello there. If you are one of our prospective clients, then you have wandered into an off limits area. For your safety, cover your head and crawl slowly but steadily towards the nearest exit.

Security: Attention security personnel. We need to keep the furnace running every night. The recycling center staff is not to leave the building until the furnace checklist is completed every night. No exceptions.

Repair: For your safety, but mostly for the safety of our upstairs employees, elevator access is closed until all furnace tasks are complete. The fumes down here can be strong, but I can help. This ‘helpful’ checklist will remind you how to do your job. The following furnace tasks remain: dispose of an appropriate amount of salvage material into designated trash chutes. Use the conveyor control to empty trash into the incinerator. Don't forget to turn the furnace power on before you leave every night!

Creator: Hello creator! Did you lose your way? This is no place for creative thought, it's so loud and clanky. Head back upstairs and make the magic happen!

Admin: I have great news, admins. Say hello to Dollie! Now that the Dollie system is up and running, you can stop collecting time cards. She can work an unlimited number of hours without breaks or meal time, always with a smile on her face! Dollie also can’t be injured, or need a sick day. Just imagine the money we’ll save! You can begin laying off the sorting staff as more Dollie tracks are installed throughout the lower levels.

Executive Suite - Mrs Helpful

Basic: Welcome to the Administration Wing. Take a seat, and someone will be with you shortly.

Security: Welcome security team, please continue to treat all of our employees and our prospective clients with love and respect. We may not say it enough, but you're the best security team we could've hoped for!

Repair: Welcome repair crew. We are delighted to share our exciting expansion plan with you. Its called the "Employee Appreciation Project!" Every employee, regardless of position, will have their own office space to decorate and enjoy on their breaks! All of you work so hard and we want you to be happy! Keep it to yourselves for now until we're able to make a full company announcement. The employee appreciation program will begin as soon as Ed-uh… Mr. Helpful signs the purchase orders!

Creator: Welcome creators. We're now taking suggestions for original ideas and characters! Let us help make your dreams come true. Place your submissions in the "Idea Box"! There's no bad ideas, express yourself! Please ignore our previous request. There are bad ideas. Very bad ideas. Not all ideas are worth sharing or even thinking. So, we are no longer taking creative submissions. Thank you, and have a wonder-iffic day!

Admin: Hello admins! Let us know if there is anything we can do to make your workday more pleasant… aside from windows. We've heard your numerous requests and Ed promises to add windows very soon. He'll have time as soon as the new contract for the Fazbear project is locked down. He's been up in his office working on it all week! So, anything other than windows, let us know. And we'll get on it right away! Have a wonder-iffic day!

Executive [Edwin's Voice]: I feel stupid recording this, but I just hope, somehow, that you can still hear me. I can't do this alone… the change orders are killing me. Our employees, my friends, they keep leaving. The money is gone. I just need to finish the new Fazbear project, and everyone will come back. We can get back to normal. I miss my friends. Our friends. I miss you. I miss you more than you’ll ever know.

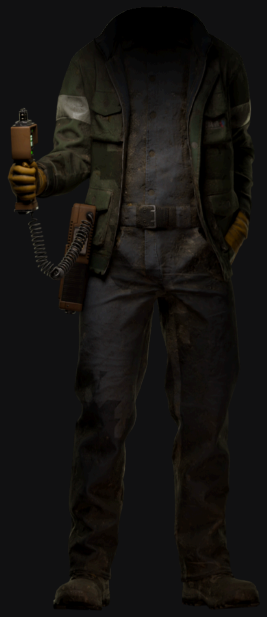
HUMAN CHARACTERS

Arnold

Arnold, the protagonist of *Secret of the Mimic*, is an overworked technician at Fazbear Entertainment, having finished a 36 hour shift just moments before the call to enter the MCM Facility. Because of this, Arnold often comes off as cynical and blunt, struggling to defend himself against his employers for working him to the bone.

Despite being scrapped dialogue, it is implied that Arnold’s ex-wife has full custody of his kids, which Arnold had not seen for several days due to his work schedule.

Although only his arms are seen in-game, Arnold likely wears the typical Fazbear Technician uniform which consists of a forest green jacket, blue collar shirt, yellow gloves, and blue jeans with a black belt. His company-issued Data Diver is kept on his waist



Dispatch

Dispatch from Fazbear Entertainment is the cynical yet sarcastic radio voice which guides you throughout the experience. Dispatch is often dismissive of employee complaints, opting to bribe their workers with low-risk benefits for completing the job on time.

Dispatch, as well as Fazbear Entertainment as a whole, is rather sadistic throughout the game. They place bets on Arnold’s success and how quickly he might run into trouble that’d cost him his life.

Immediately after the chase with Jackie in the Box, Dispatch is abruptly cut from communicating with Arnold and replaced with F10-N4, tricking Arnold into working in favor of her as opposed to his company. In the Bad Ending, we see that this results in Dispatch immediately cutting contact between Fazbear and Arnold, threatening to send lawyers for losing company assets in the manor.

5 WATT
WKS 1216

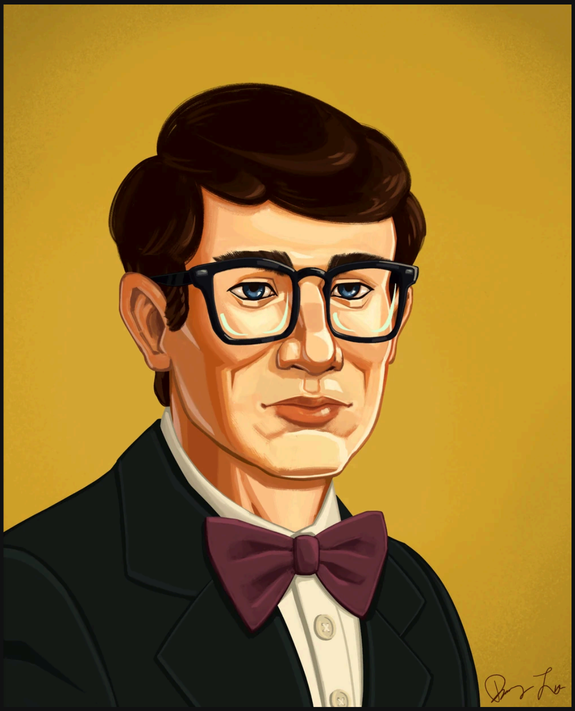
Edwin Murray

Yes, his name is Edwin. Yes, he made the Mimic. Invention had always been in Edwin Murray’s blood. One of his earliest known creations, later known as “Helpful,” is able to digitally record and replay voices on command. This tool is what got Edwin to meet his future wife, Fiona, at his fathers company.

After his father’s passing, Edwin inherited MurrayCo, rebranding to Murray’s Costume Manor. Since then, MCM has undergone several renovations and expansions far beyond what his father originally envisioned. He feared falling behind in his fathers footsteps, choosing to dedicate himself to his company rather than the family he’d let crumble to dust around him.

After the death of his wife, Edwin had created the Mimic to babysit his son. Though upon discovering the radio frequency 4625 could replay Fiona’s voice, he would impose his fantasies onto the Mimic and distort its perception of itself. And, after the death of David, would be coerced into building a second Mimic to appease his robot wife.

Edwin has dark brown hair, blue eyes, and thick square glasses. Aside from his glasses, Edwin is known for always wearing bowties, often colored purple.



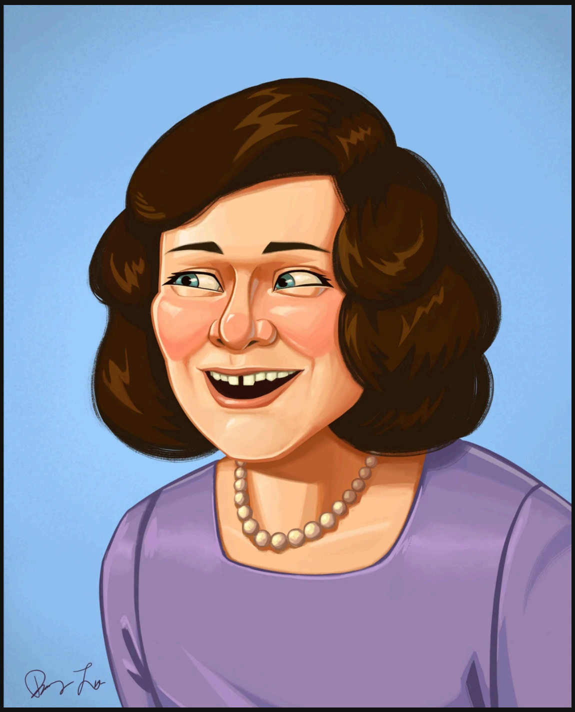
Fiona Murray

Fiona is the loving late wife of Edwin Murray. Before the two met, Fiona was a puppeteer, which is why Edwin had chosen her to help voice for his latest invention, “Helpful.” She believed that Edwin’s inventions would change the world, becoming the heart and soul of MCM.

While Edwin would create household products, Fiona was responsible for creating many of the mascots seen throughout the game. Her most notable creation was Chica the Chicken for Chica’s Party World, allowing for their inevitable partnership with Fazbear Entertainment. Fiona would later design prototypes for Fredbear and Spring Bonnie, as well as Springlock Monty and Springlock Bub for the original Fazbear Project.

Tragically, in 1973, Fiona would succumb to the fire at FallFest.

Fiona is a bright young woman with wavy brown hair, blue eyes, and a big smile with a gap between her two front teeth. She’s often seen wearing a pearl necklace.

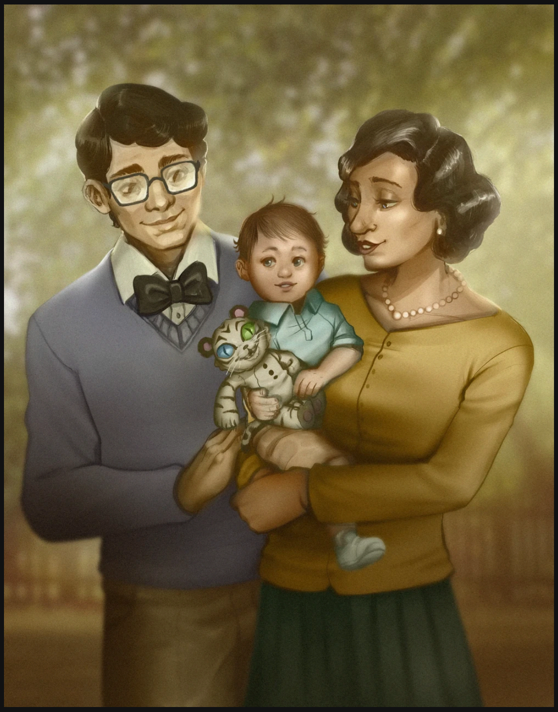


David Murray

Born in 1970, David Sean Murray is the late son of Edwin and Fiona Murray. Throughout Secret of the Mimic, Edwin documents each of David’s birthdays up until his unfortunate death at only 5 years old.

Edwin had built the Mimic Endoskeleton to babysit David while he worked, often neglecting David or relinquishing responsibilities to Fiona.

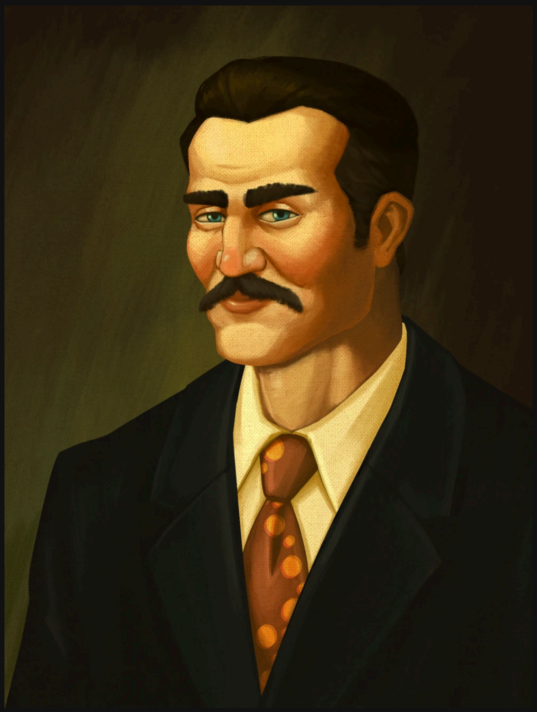
David Murray is a small boy with brown hair. David was born with heterochromia; one blue right eye, and one green left eye. Because of this, his parents had gifted a White Tiger plush with matching eyes to him at a young age. It’s possible that after David’s death, he went on to become the White Tiger apparition seen throughout *Secret of the Mimic*.



Murray Sr.

Founder of MurrayCo and father of Edwin Murray. Murray Sr. had short brown hair which he slicked back. He had bushy eyebrows, a black moustache, and blue eyes. He has a sharp chin and cheeks, and wears a standard suit with an orange tie.

Not much else is known about Murray Sr. beyond this.



Henry “Hen” Emily

Henry Emily, co-founder of Fazbear Entertainment, is William Afton’s business partner and best friend of Edwin Murray. Throughout the game, we find that Henry had let Edwin rebuild the springlock mechanism from scratch, resulting in a product far safer than the previous iteration. Despite this, these suits were never used at Fredbear’s Family Diner, and were eventually forgotten. During the Fazbear Project, Henry sent several concepts to Edwin for how the new animatronics should look.

William “W.A.” Afton

William Afton, co-founder of Fazbear Entertainment, is briefly found in collectible Text Logs. These logs show William siphoning workers from Murray’s Costume Manor, bribing them with pay raises and promotions. His goal throughout the game is to force Edwin into bankruptcy and collect his assets, no matter the cost.

As MCM neared its end, William offered to purchase every asset in Edwin’s possession other than his old Victorian house his father built. Despite his promise, because Edwin was murdered by the Mimic, it is implied that the property is stolen and renovated into the Afton House from *Five Nights at Freddy’s 4*.

Recovery Team 012

Before Arnold, Fazbear Entertainment sent a group of technicians to Murray’s Costume Manor to retrieve the Mimic Endoskeleton. Despite their best efforts, these workers were unable to complete their duties, now scattered throughout the manner and hidden in a variety of mascot costumes. Many messages detail their discoveries throughout the game.

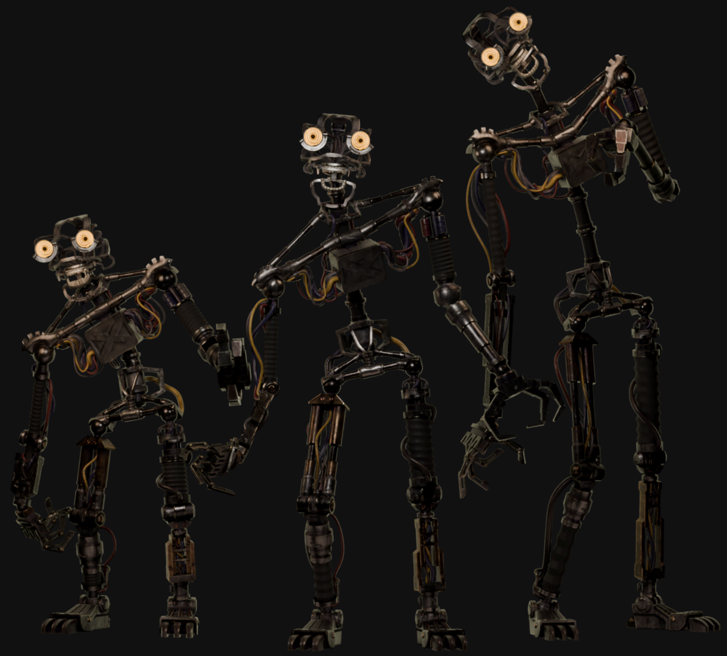
M.I.M.I.C.

The Mimic

The Mimic is a prototype endoskeleton created by Edwin Murray in the early-to-mid ‘70s. After the death of Fiona, Edwin created the Mimic to entertain and occupy David while focusing on expanding his company. The Mimic was programmed to watch, learn, and copy anything it sees.

Structurally, the Mimic is quite simplistic, vaguely resembling a thin skeletal structure. Noteworthy details include its miss-matching hands and multi-colored spiraling eyes. Its right hand is a simple four-fingered humanoid structure, while its left appears similar to a pincer - two claws in the front, with a third reaching from behind.

Every aspect of the Mimic - its neck, its back, arms, legs, etc - are able to expand and contract at will. Because of this, the Mimic has no canonical height, able to scale itself to as little as a toddler, or as big as Big Top. It frequently uses its shapeshifting abilities to perform tasks as basic as opening a door, to as complex as taking over the body of any mascot costume featured within the MCM Facility.



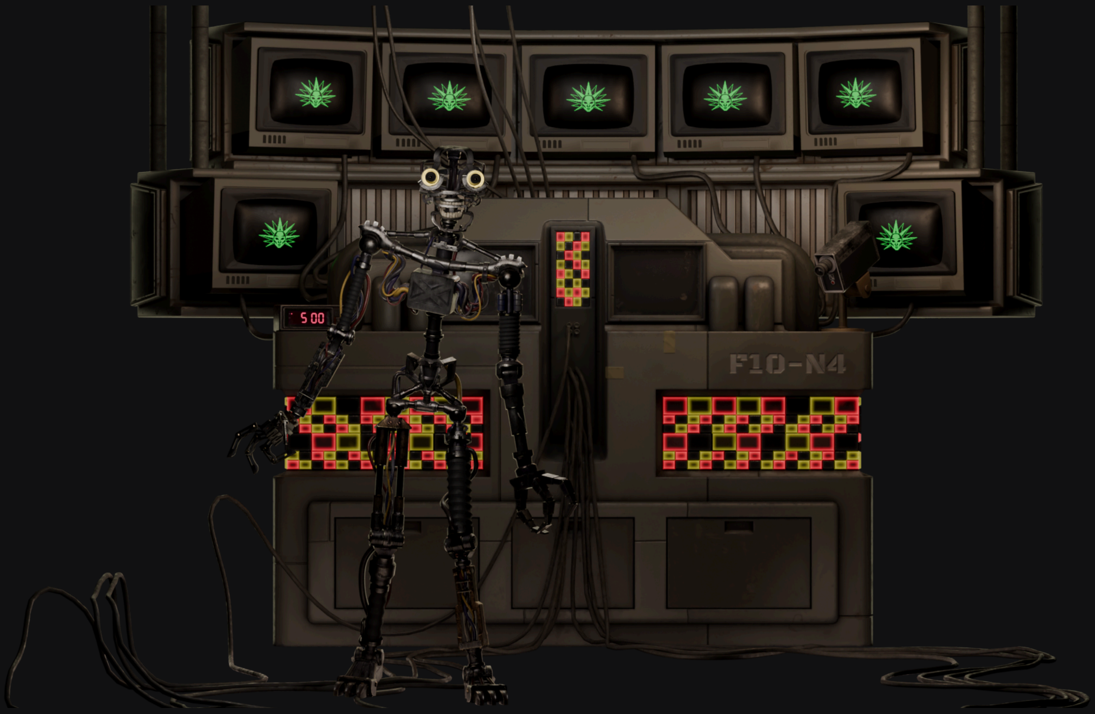
M1 & F10-N4

The first edition of the Mimic Program, “M1,” appears to be mimicking the late Fiona after Edwin discovered her voice through a radio transmitting through a set frequency of 4625. Despite Edwin’s beliefs, M1 is imperfect and feeds into the delusions of a crazed man who struggles to move past a tragedy.

After the death of their son, David, M1 urged Edwin to build a new Mimic Endoskeleton. She drove Edwin into madness as he began to lash out at her - blame her for the problems caused by his own ignorance.

Reluctantly, Edwin began developing M2 at her request, though couldn’t create the program to be as lifelike as M1. Edwin transferred her code into a Mechanical X-form Experimental Storage (M.X.E.S.) supercomputer labeled “F10-N4.”

The MXES Machine is a large gray box with several yellow and red checkered lights emitting from its console. Several wires connect its system to the Research & Development facility and several monitors which display the face of a pixelated green sun. Finally, a small security camera rests on the console, allowing M1 to view her surroundings from within the machine.

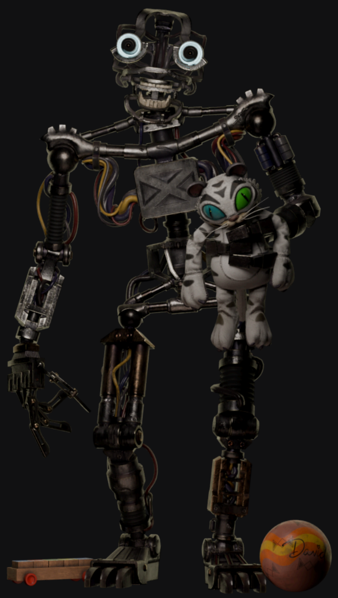


M2

Created as a copy from the M1 program and its recycled body, M2 takes the role of Edwin’s late son, David. Because of its recycled programming, M2 retains the memories of itself acting as its own mother, disregarding them as “corrupted.” Despite the confusion, it provides valuable data for M2 to take its performance to a new level.

Despite its accuracy, what made M1 work well was Edwin’s freedom to impose his own fantasies onto a blank slate. Because M2 had no blank slate, Edwin viewed M2 as a failure and began to resent it. He’d take a rod to it, transfusing his rage, pain, and suffering into the endoskeleton. Because of this, M2 rejected its identity of being David Murray - its bright blue eyes turning a deep shade of orange to resemble the rage it saw in Edwin.

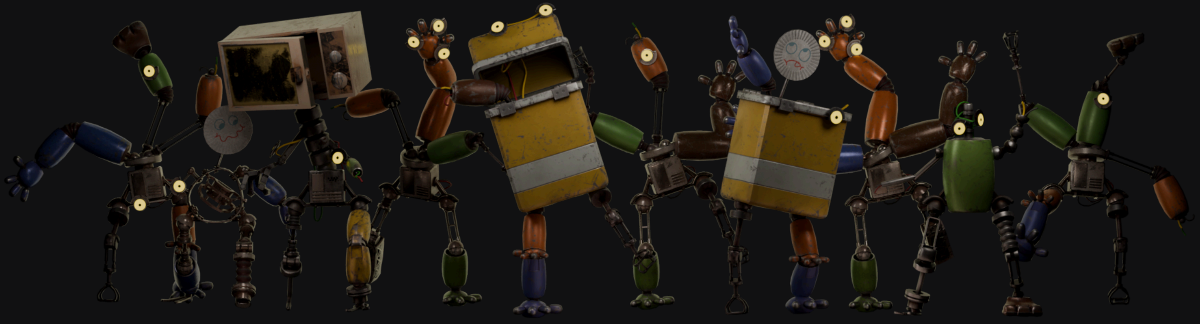
It had seen the way Edwin mistreated his son, his wife, and itself. It embraced its previously-deemed corrupted memories, and fueled with a new sense of sadism, would go on to attack Edwin inside his own office. It mocked him, refuting the same neglectful attitude towards Edwin as he had towards David, and left him to suffer as it left to wander the halls of the Costume Manor.



Proto-Mimics

The Proto-Mimics are the dozens of failed prototypes Edwin created when attempting to bring M2 to life, each design more crazy than the last. Hundreds of these appear throughout the campaign, implying that M2 had perhaps taken inspiration in creating more Proto-Mimics after murdering Edwin.

M2 has full control over the Proto-Mimics, using them throughout the campaign's final chase to attack Arnold. Beyond that, not much else is known about these animatronics.



MCM PRODUCTS

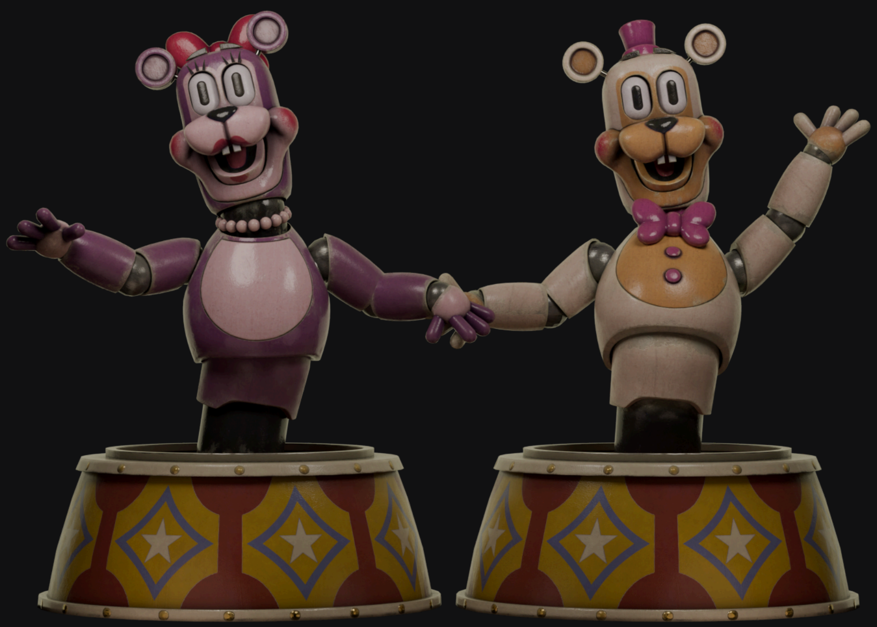
H.E.L.P.E.R.

The Human Education and Language Protocol Element Router ("HELPER" for short) is an experimental AI and desktop companion, designed by Edwin. It's able to record and replay voices, communicate with its users, and help complete tasks whenever necessary.

Its design is made to resemble its physical counterparts, Mr. and Mrs. Helpful. These characters were designed after the late Edwin and Fiona Murray, and serve as the company representative for Murray's Costume Manor.

Mr. Helpful's default appearance is of a small white cartoon bear which sticks up from a platform lift. He wears a purple bowtie and top hat, with two matching buttons on his tan belly. Several variations appear throughout the game which include a Ringmaster, Business Man, Carnival Barker, and Pajamas.

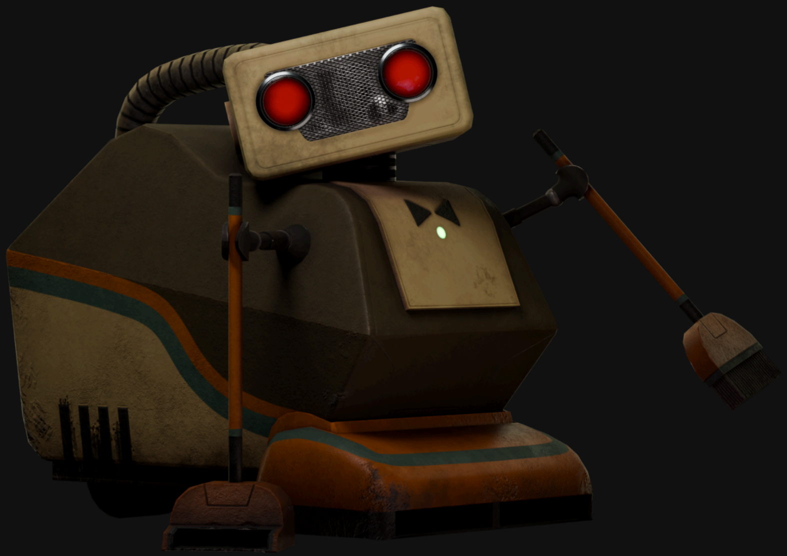
Mr. Helpful's partner, Mrs. Helpful, is a pink and purple bear with similar stylings to her partner. She wears a pearl necklace and hot pink bow on the back of her head. Her outfits include a Ringmaster, Business Woman, Carnival Barker, and Birthday attire.



Clean-O-Vac

Murray's Marvelous Clean-O-Vac is a staple of MCM innovation, first invented by Edwin after stepping up as the leader for his late fathers company. Not only is it designed to adjust itself to fit into any crevice, large or small, and clean up anything in sight; the Clean-O-Vac will act as a companion or pet, keeping homes entertained and spotless.

The Clean-O-Vac is a small box-shaped butler with retro aesthetics across its body. Its bottom half is tan, while its top is brown, both separated by a streak of blue and orange which matches its vacuum head. Two adjustable arms extend from its torso to hold a dustpan and broom, and its front is designed to appear as a white collar shirt and bowtie (an MCM trademark). Its head has two red eyes with a metal grate in the middle. Finally, a bendy tube is attached to its back, presumably to transport any waste into its storage tank.

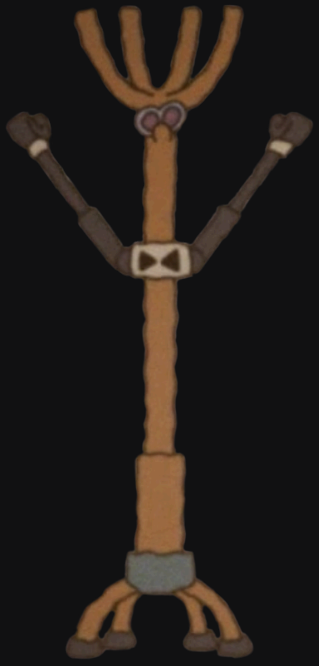


Magic Coat Rack

Murray’s Magic Coat Rack is an automated storage device which can adjust to any size, and store practically anything; jackets, hats, cardigans, pots and pans, your pet, and you (if you feel down)!

The Magic Coat Rack’s appearance is fairly simple. It's a long mechanical pole with four appandages at its top. It has two red eyes, a fifth appendage for a nose, and four legs at its base. At its core, an adjustable slider holds two black adjustable arms which end in pincers.

After its debut, several recall orders were issued due to faulty programming. It would change sizes at random, extend to illogical proportions, and fling clothing across rooms.

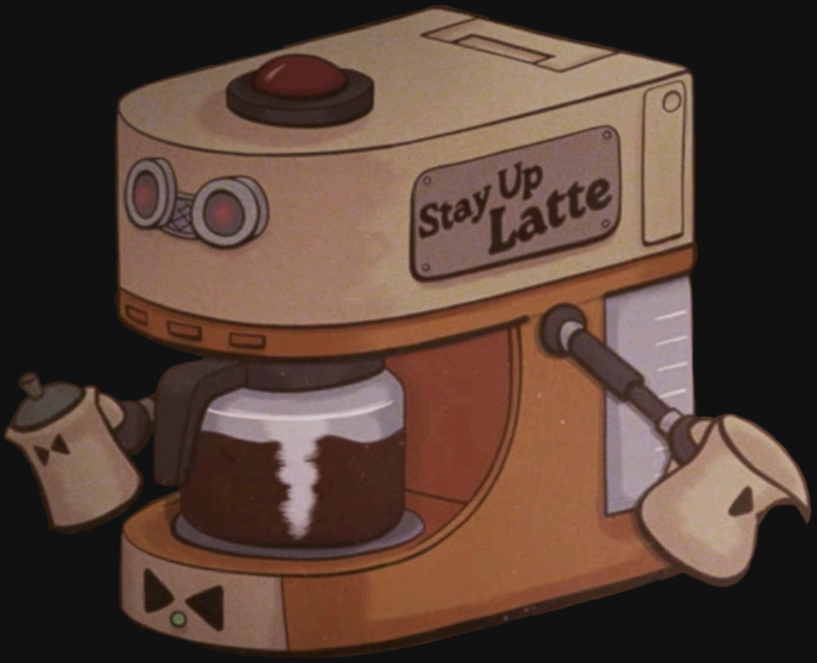


Stay Up Latte

Why stay up late when you can Stay Up Latte? The Stay Up Latte coffee machine analyzes your coffee habits and adapts to create the perfect blend, tailored to every person.

The Stay Up Latte machine has a rectangular backside, and rounded in the front. Its orange base has a curved opening to insert a coffee pot, a water tank in its back, and the MCM logo engraved on the front. It has two red eyes for a face, with “Stay Up Latte” engraved on its side. Two adjustable arms extend from either side which presumably would hold milk and creamer. Finally, a red and gray button sits on its head in order to activate the machine.

After its debut, several recall orders were issued due to faulty programming. The machine would continuously increase caffeine levels to near lethality.

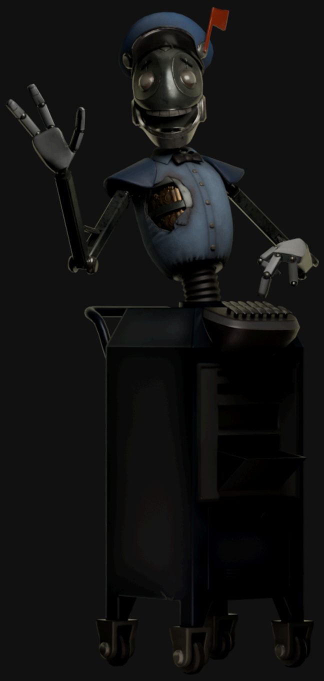


Digi-Typer

Murray’s Fantastic Digi-Typer is an automated typewriter animatronic, designed to write and delivery any message in a snap; Package, letter, parcel, post, postcard, card, communication, note, memo, memorandum, missive, report, news, dispatch, document, bulletin, epistle.

Its top half is of a vaguely chrome humanoid with two pale domes for eyes, two thin eyebrows, and a friendly smile. Dressed as a mail carrier, Digi-Typer wears a blue cap with a red mailbox flag on its side, a blue button up shirt, and a black bowtie. Its side is gouged, revealing several gears which make up its inner mechanism. Two metal rods protrude from its torso, ending in three-fingered white gloves.

Digi-Typer connects to an oversized blue transportable filing cabinet with many bonus features, such as a typewriter, printer, and paper shredder.



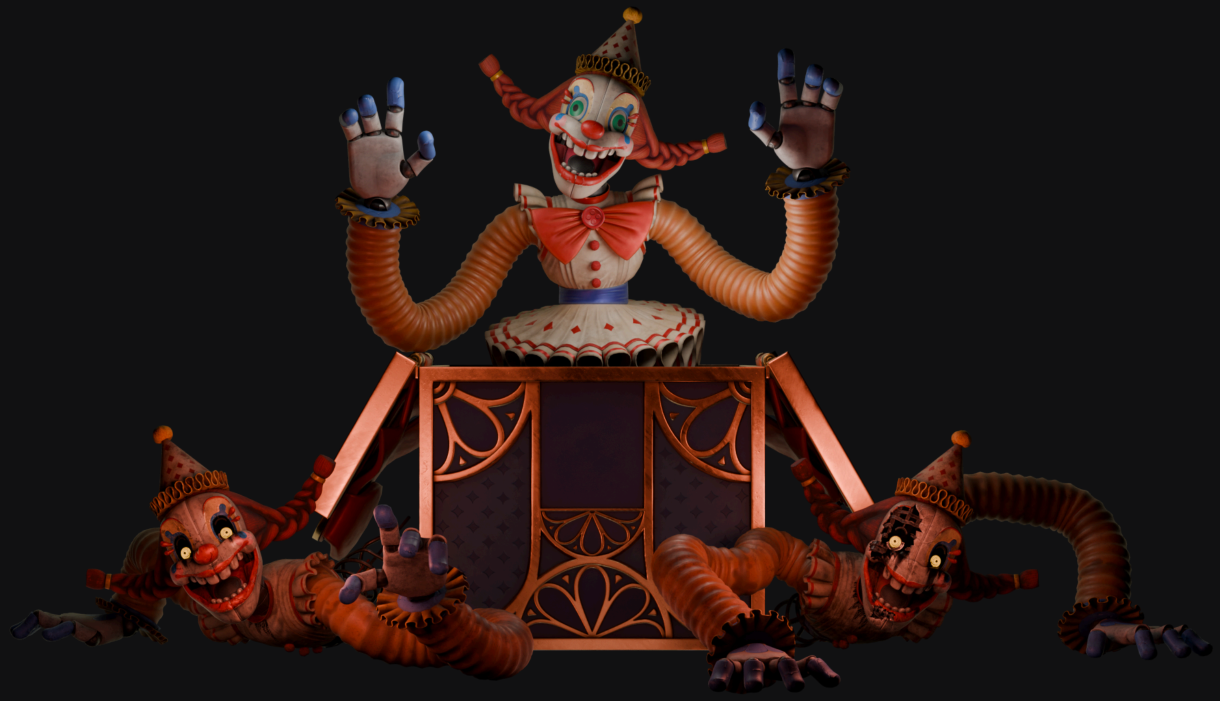
MAJOR MASCOTS

Jackie in the Box

Jackie is a very large birthday clown, kept in a large wind-up jack in the box. She wears a white party hat with a yellow puff ball and matching frills, with red polka dots scattered throughout. She has a big red nose to match her braided hair and bowtie. She has two orange tubes for arms which can stretch far, and a third blue tube binds her to the box she's in.

At the start of her chase, Jackie pries herself from the box which damages the spring inside her blue tube torso. As the chase progresses, Jackie's eyes will fall off and reveal two yellowish-orange spiral eyes due to the Mimic wearing its corpse.

Dirt and debris will collect on her suit. Stripes will form across her orange tube arms, and black tears will form from her eyes, streaking down towards her lips. As the chase progresses, pieces around her right eye will fracture, reveal her metal endoskeleton, and Jackie's red nose will fall off her face.



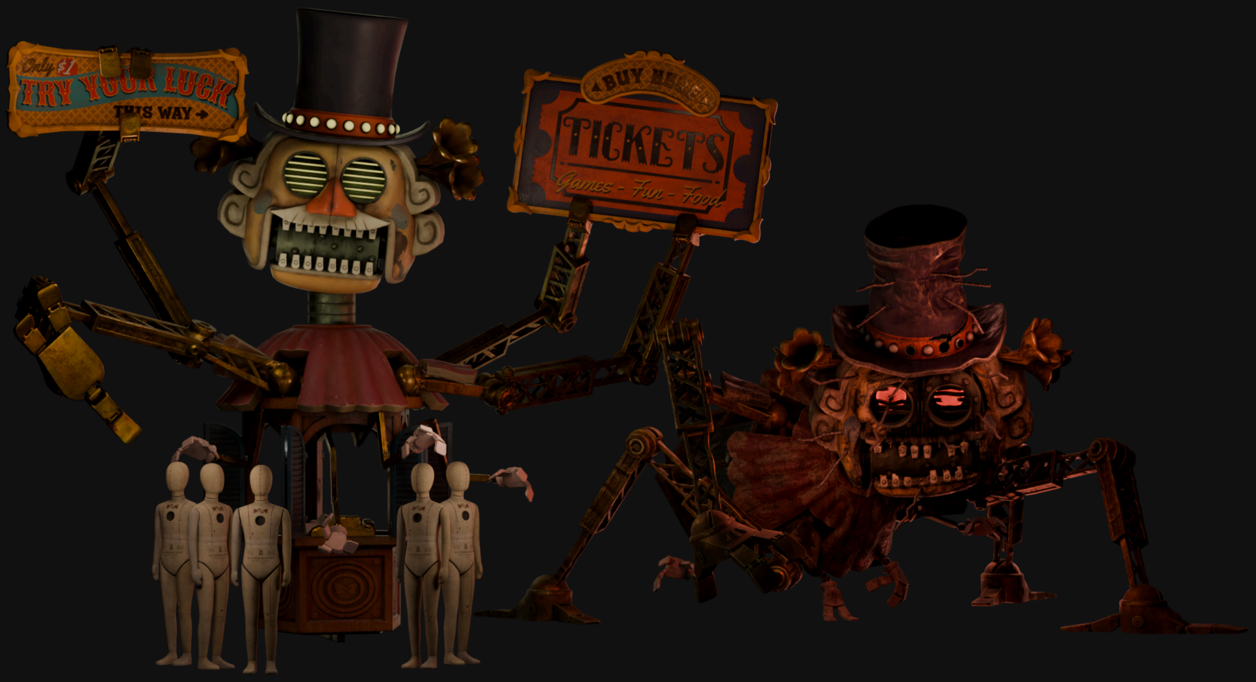
Big Top

Kept within the Big Top Showroom, Big Top serves as a sentient Ticketbooth, Music Box, and Carnival Swing attraction, available for rental at any event (including its own annual Big Top Carnival). His lower half is of a brown wooden booth with four gloved hands with three fingers extending from several blue doors At the roof of its base, 4 more bronze arms extend to hold signs, or act as legs to aid in transportation.

Big Top's face takes inspiration from classical musicians, with a big white moustache that frames his music box mouth, and big curly white hair. He has two gramophones on either side of his skull to act as ears, two bright spotlights for eyes, and a big top hat.

Though rarely seen, Busted Big Top's face is shattered, his paint is shipped, and several metal rods stick out from all over his skull.

For some reason, Big Top is obsessed with Mannequins. These mannequins are vaguely humanoid and featureless, taking on a tan appearance. They react when touched, and two triangles glow orange to form the MCM logo as either a male or female voice line emits from the speaker located on its chest.

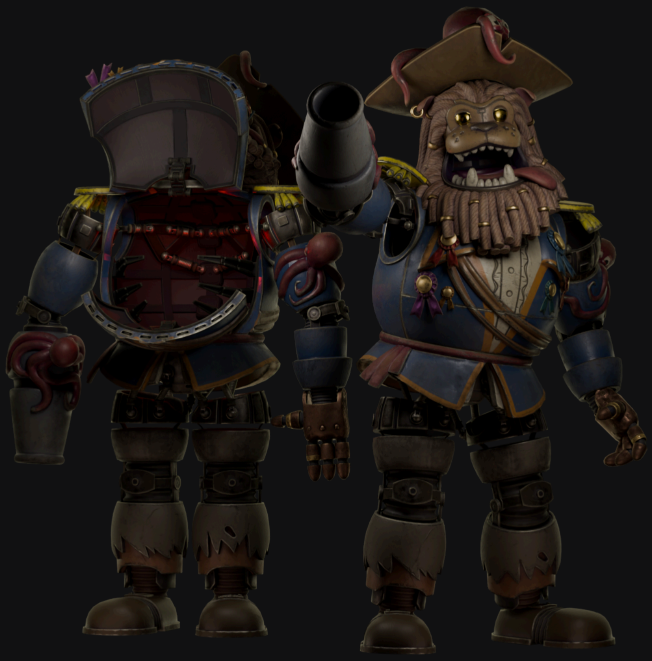


Captain Cobalt

Captain Cobalt, leader of the Puppet Pirate Crew, is a large scruffy pirate dog animatronic. His fur is braided into dreads with several gold rings, matching the earring on his right ear. His eyes are solid gold, and his tongue is stuck out the side of his mouth.

He wears a blue pirate jacket and white shirt with ropes draped across his chest. His dull blue pants are shredded at its ends, and wears two brown shoes. His left hand is replaced by a large canon. A small red octopus sits on top, joined by several others on his left arm and pirate hat. The Captain also has several medals across his coat.

Since the Pirate Captain is a springlock suit, by the press of a button, Captain Cobalt will spring open to allow any performer to climb inside and control the animatronic.



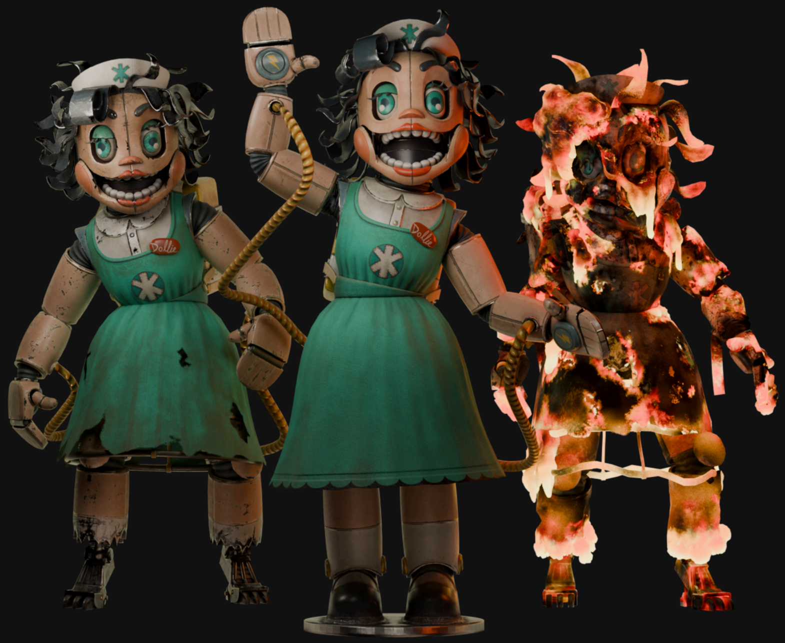
Nurse Dollie

To keep in line with the Doll Hospital aesthetic, Edwin Murray created Nurse Dollie to automate recycling, animatronic repair, and more, throughout the MCM Facility.

While the Dollie we see in-game has pale skin, several collectibles imply she may come in a variety of designs, similar to real doll toys. Nurse Dollie has two cyan eyes which match her nurse apron and cyan eyelids. Dollie has black curly hair, a lazy right eye, and yellow tubes which extend from her hands to a bright similar power bank. Her hands have two defibrillator pads to administer electricity at will. Finally, aside from her nurse cap, Dollie wears two buttoned shoes with white socks

Once entering the Doll Hospital, the Mimic will strip her from the track she’s fastened onto and use its shapeshifting abilities to create a makeshift pair of high heels.

In Doll Hospital’s climax, Dollie will emerge from a vat of molten metal. Despite the heat eviscerating a majority of the suit, it still vaguely resembles Dollie’s silhouette. Dollie glows a bright shade of orange, while strands of hair and metal drip down from the extreme heat.

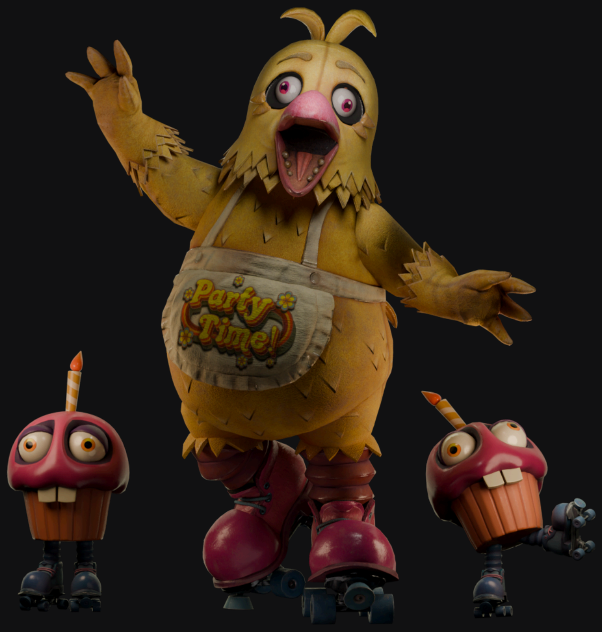


Party Time Chica

Commissioned for Chica's Party World, Party Time Chica is a bright yellow chicken in pink roller skates. She has a hot pink beak, matching eyes, a tuft of feathers on her head, and an apron which reads "Party Time!"

Chica has many companions at Chica's Party World, the most notable of which being a bright pink cupcake with two orange eyes, two buck teeth, a birthday candle, and blue roller skates to match the Roller Disco aesthetic of the venue.

Although not seen in-game, many more characters join the ensemble at Chica's Party World, such as Mr. Chicken, Ms. Burger, Ms. Shake, and the currently unnamed Pizza.

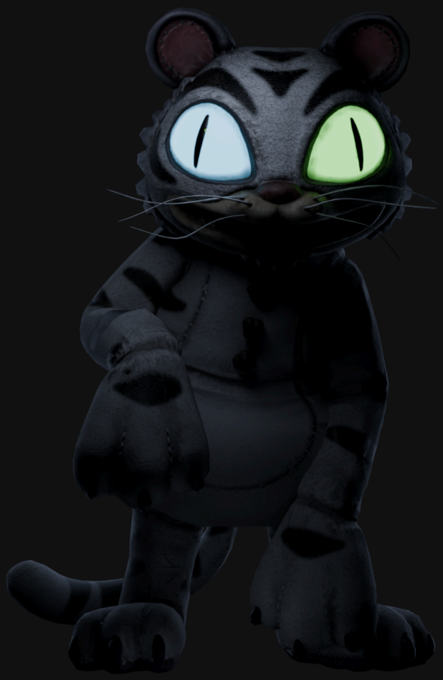


White Tiger

As the name implies, the White Tiger is a large white tiger with heterochromatic eyes - one bright blue right eye, and the other lime green. Black stripes cover its body, three long white whiskers on either side of its face, and a long white striped tail.

Its appearance is based on the White Tiger toy, given to David Murray as a birthday present from Fiona, quickly becoming his best and only friend at the time.

It is currently unknown if the White Tiger is a true Mascot Costume, as the version seen in-game acts ghostly in nature. It vanishes into thin air, can teleport at will, and can cause the player to hallucinate if viewed for too long.



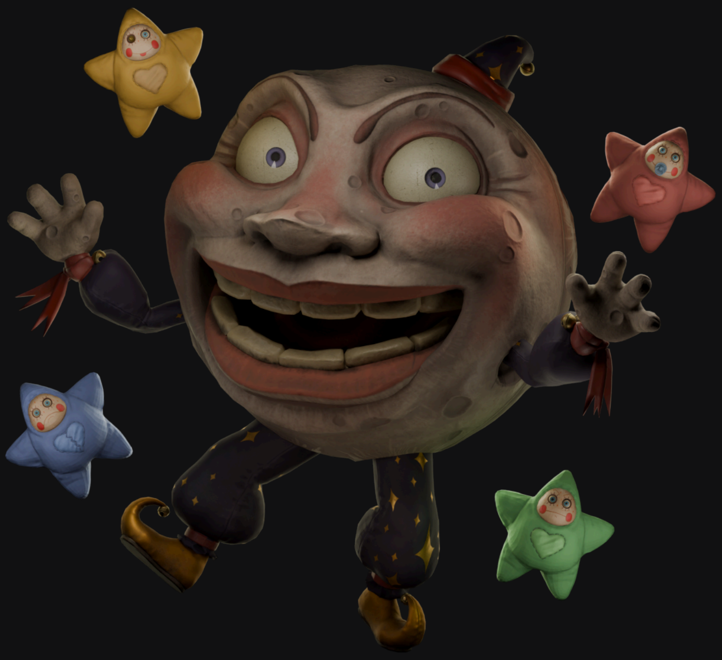
Sleepy Moon

Created as part of the Storytime Showroom, Sleepy Moon is a large white moon which takes the form of a jester. It has two big rosy cheeks, blue eyes, a big nose, and an unsettling smile.

Its jester attire resembles the Daycare Attendant from *Five Nights at Freddy's: Security Breach*, wearing blue baggy clothes and a night cap, joined by star patterns throughout its attire. Its wrists, bright yellow jester shoes, and night cap have bells which jingle as he walks.

Sleepy Moon is joined by four "Star Orphans," each with slight variations between designs. The red star has a second star on its chest, and has a binky in its mouth. The green has a neutral expression, while the blue has a frown and broken heart on its chest. The yellow star sticks its tongue out, and is missing an eye in its right socket.

According to its concept art, the performer within Sleepy Moon would wear a battery backpack and lightbulb hat. Because of this, the suit was deemed unsafe, never to be worn by anyone.



MINOR MASCOTS

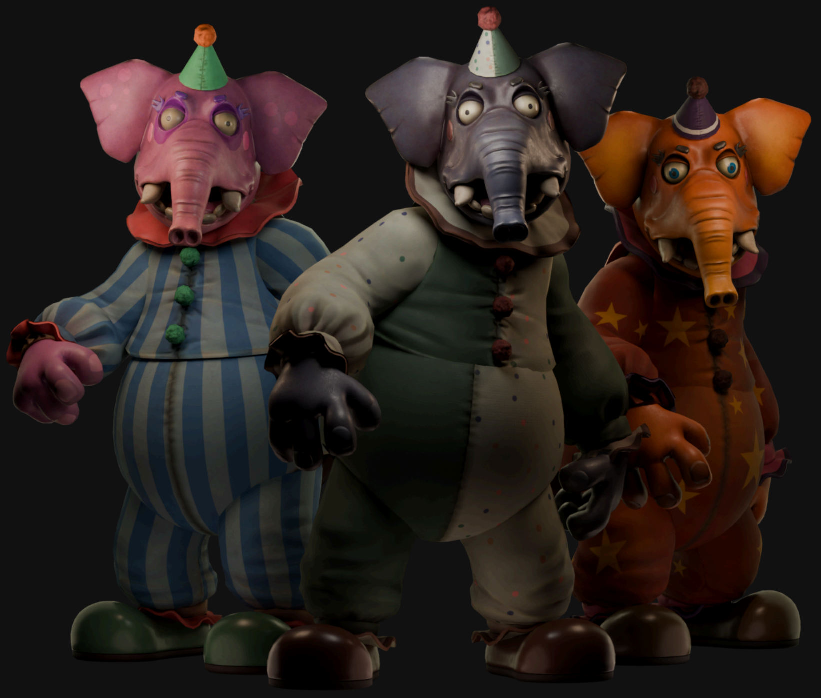
The Elephant

The Elephant is a Type A mascot with two alternate variants. Its default appearance is of a gray elephant with two red rosy cheeks and long lashes. Its eyes are plain white, with two black dots for pupils, and its trunk reaches just below the edge of its jaw, with two tusks protruding from its mouth.

Its attire, a half-green half-white pattern clown costume, with polka dots scattered throughout the white. Its ankles, wrists, and neck end in white frills with red cuffs. A party hat and big brown shoes complete the appearance, accentuated by 3 red pom-poms on its shirt, and a fourth on its party hat.

Inspired by Orville from *Freddy Fazbear's Pizzeria Simulator*, the orange variant replaces its clown clothes with dark orange and bright yellow stars. Its party hat, now solid purple, has a single white stripe at its base. Similarly, its frills are now pink with purple cuffs.

Its pink variant wears bright blue and white striped pajamas, with all-pink frills. Its pom-poms are now green, excluding the bright orange one atop its now green party hat. The face has purple paint surrounding its eyes and eyelashes.



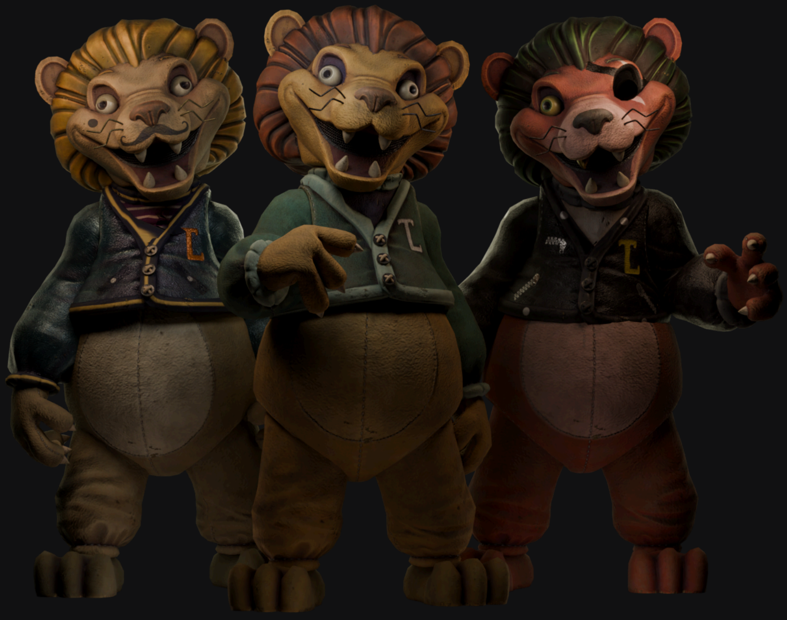
The Lion

The Lion is a Type A mascot with two alternate variants. Its default appearance is of a tan lion with a big brown mane. It has two whiskers on either side of its snout, sharp white claws on its fingers, and a very short tail.

It wears a blue varsity jacket with white trims. On its right, a white logo with what appears to be an "L" and "T" merged together, and 3 white buttons on its chest. Beneath this is a dark blue turtle-neck shirt with a white collar.

Its white variant, striking a blonde mane, adds a mustache and mole to its right cheek, and half-lidded eyes which hide dark brown eyes. It wears a blue bowling jacket with bright yellow accents, an orange emblem, and a bowling ball with two pins on its back. Under the jacket is a purple and white striped t-shirt.

Its final variant bears bright red fur with a pink snout, with a black and dark-green mane. Its left eye is painted to resemble an eyepatch, and a gold tooth now sits in its mouth. Its black leather jacket has gray trims and several zippers, a yellow emblem, and a sharp-toothed maw with lightning strikes stitched onto its back.



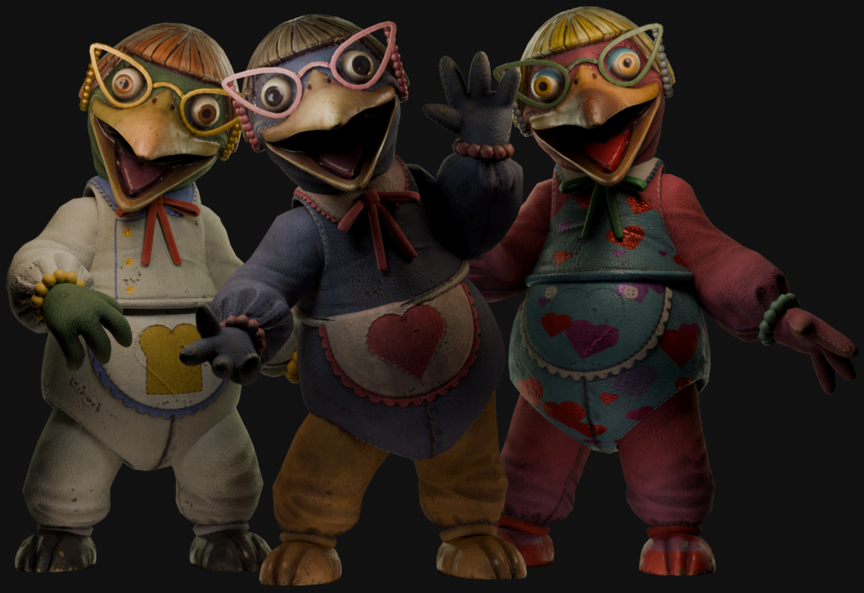
The Penguin

The Penguin is a Type A mascot with two alternate variants. Its default appearance is of a blue penguin with a brown bowl cut, a large yellow beak, and bright pink glasses which wrap around its head with pink beads which match its bracelets.

It wears a white bib and apron with a pink rim and a large pink heart. Its bib comes with a matching bow, completing the outfit.

Its pink variation has blonde hair with green glasses, bow, and beads, though the glasses now use blue beads instead. It wears a bright blue outfit with red and purple hearts scattered on the outfit, and its feet are painted to look like high heels.

Its final variation is green and wears a chef’s attire. The glasses and beads are now yellow, while its bib is now blue. A matching blue covers the trim of its apron, highlighting a depiction of a bread slice on it. Its hair and eyes are now hazel, and its feet now painted to look like dress shoes.

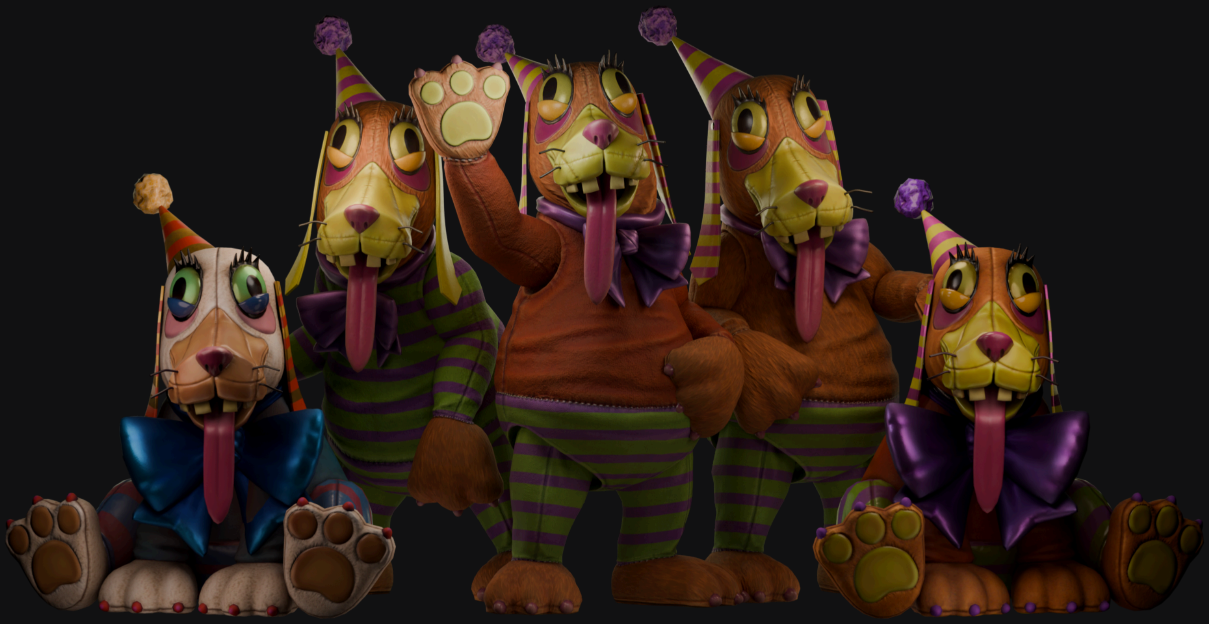


Birthday Puppy

Birthday Puppy is a Type A mascot with several variants. Commissioned by Best Birthday Co., its most common appearance is of a big red dog with a long, lolling tongue. It has bright yellow eyes, ears, and snouts. Aside from its pajama outfit, all similar variants include pink stripes on its ears which match its party hat.

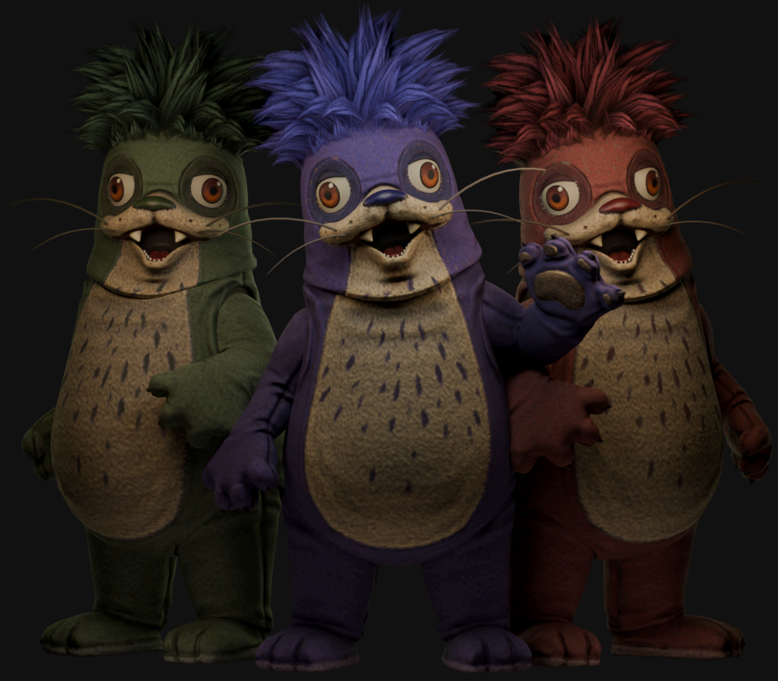
Each variant wears pajama pants and a big purple bow. One variant wears a matching shirt, while the others either wear an orange shirt, or no shirt at all.

Birthday Puppy has two sitting variants, one of which is the most distinct. It's all white with a tan snout, tan and orange striped ears which match its party hat, and a big blue bow. It wears blue and purple striped pajama pants, and a solid blue shirt.



Hedgehog Hudgie

Hedgehog Hudgie is a Type B mascot with two alternate variants. Commissioned by Hudgies, its default appearance is of a big purple hedgehog with bright orange eyes. It has two whiskers on either side of its face, and streaks of black throughout its chest. Its two variants remain unchanged aside from their fur shifting to Red and Green.

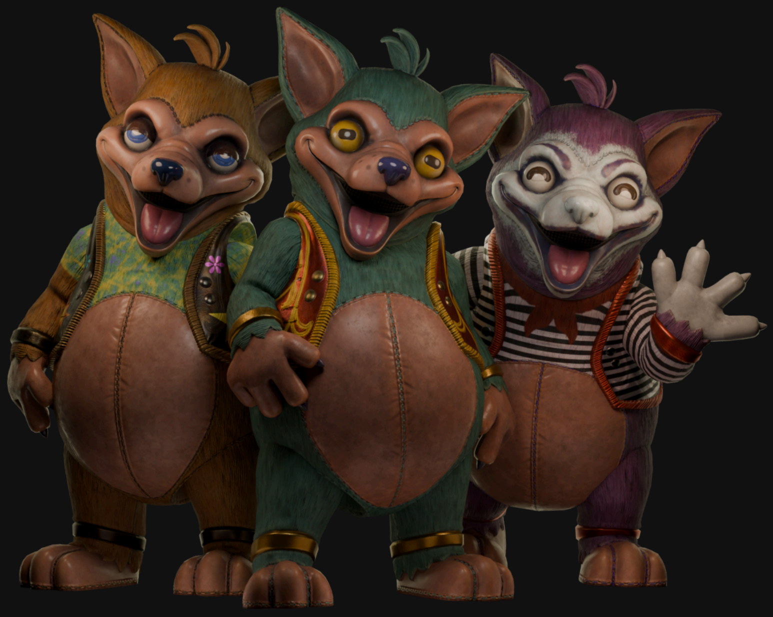


Lyrical Lemur

Lyrical Lemur is a Type B mascot with two alternate variants. Its default appearance is of a cyan lemur with large,. pointy ears, a tuft of hair, yellow eyes, and a creepy smile. Its face, paws, and belly are made of rubber, while the rest is faux fur. It also wears a red vest with gold trimmings, gold bracelets on either wrist and ankles.

Its yellow variant is similar, though themed around the hippie aesthetic. Its vest is brown, now with a green and yellow tie-dye t-shirt, and its bracelets are now black. Its eyes droop down, adding to its chill aesthetic.

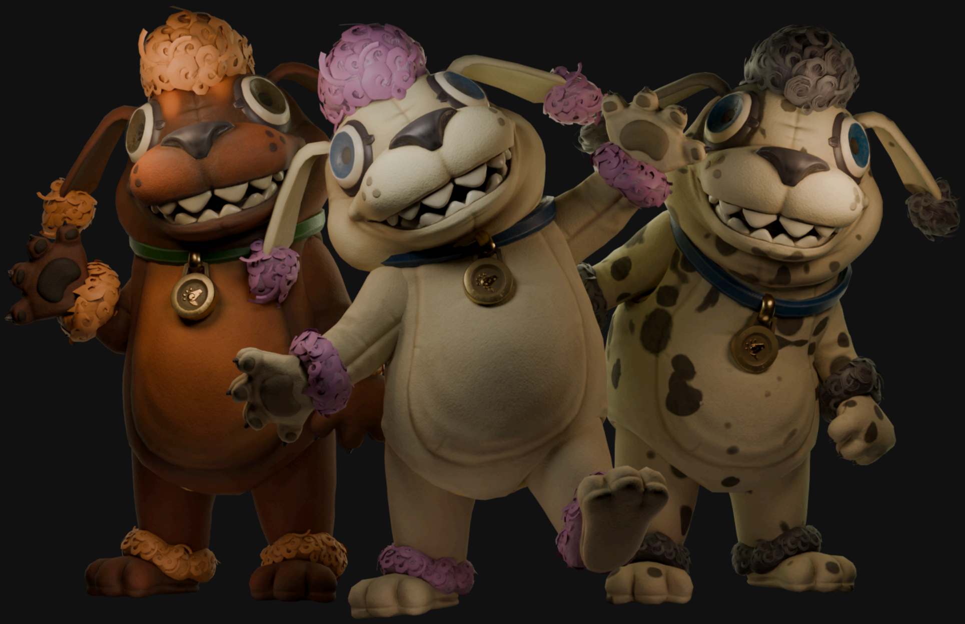
Its third, purple variant sports a mime theme. Its hands and face are painted white, with added eyebrows to fit the theme. Its vest and undershirt are striped black and white with red trimmings, and an added red scarf. Finally, its ankle and wrist rings are colored red to fit its accent colors.



Sharpay Poodle

Sharpay Poodle is a Type B mascot with two alternate variants. Commissioned by Sharpay's Salon, its default appearance is of a big white poodle with poofy pink hair. Her two floppy ears end in purple puff balls, similar to her wrists, ankles, and tail. Her attire is completed with a blue collar and gold medallion as her tag.

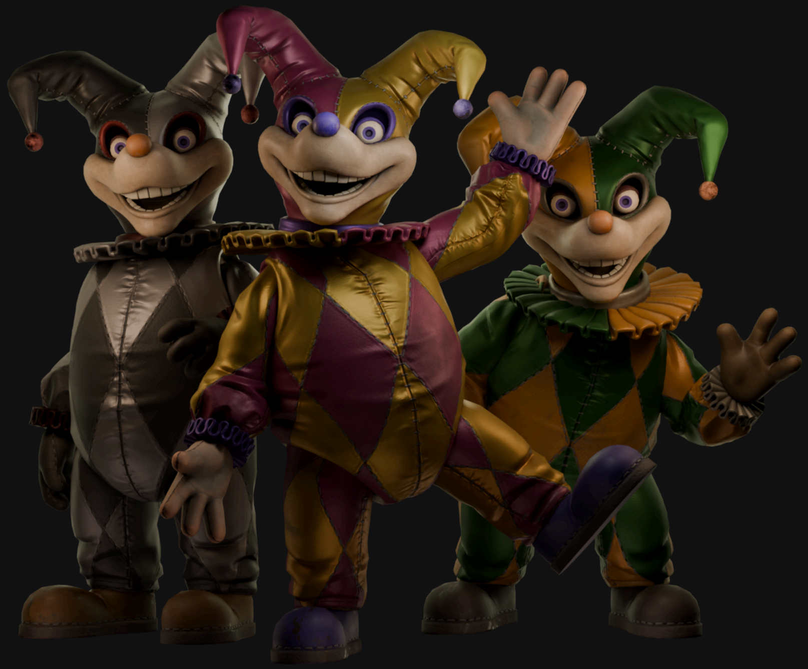
One variation takes inspiration from a dalmatian, adding black spots all over her body with similarly colored hair. Her second variation is of a brown dog with bright orange hair. Her blue eyes turned brown, and her collar now green.



Jest Kidding

Jest Kidding is a Type C mascot with two alternate variants. Commissioned internally for their product "Jest Cereal," its default appearance has a pink-and-yellow diamond pattern, big purple clown shoes, and a jester cap with two colorful balls at its ends. Aside from its face, hands, and eyes, its entire body is covered in its jester attire. A large frilled collar surrounds its neck, while two purple frills act as wrist cuffs.

Its variants are similar in design, either black-and-white or green-and-yellow. Its monochromatic variant has brown shoes and black gloves, and its green-and-yellow variant has gray gloves with matching shoes.

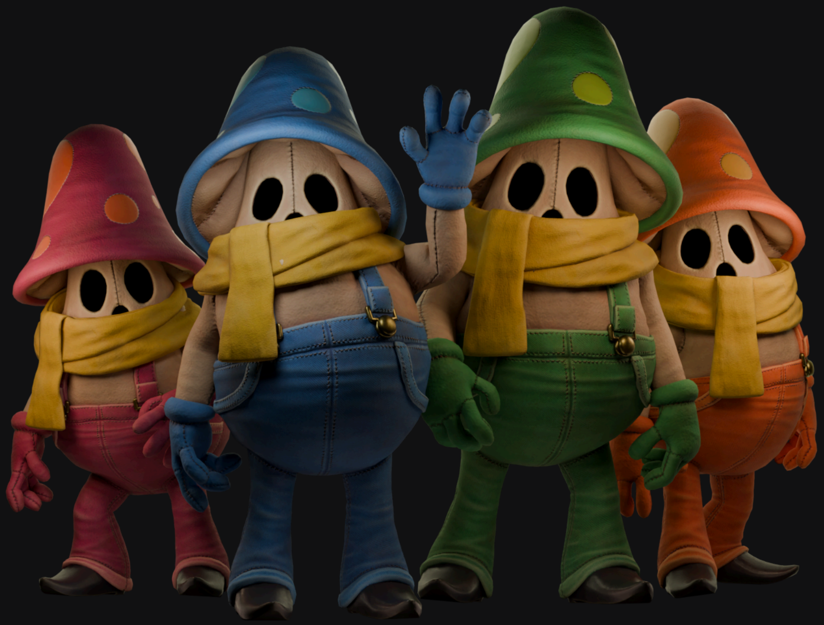


Mycellium Men

No, that's not a typo. Well, it was, but because of Edwin’s mistake, the Mycellium Men rebranded to include it as part of their official title.

The Mycellium Men are Type C mascots with three alternate variants. Commissioned by the Mycellium Men, its default appearance is of a large tan mushroom with blue overalls, blue gloves, and a large blue mushroom cap. It also has a yellow scarf, and two hollow eyes.

Its variants differ in only color and height; Green is the tallest, then Blue, Orange, and Pink as the shortest Mycellium Man.

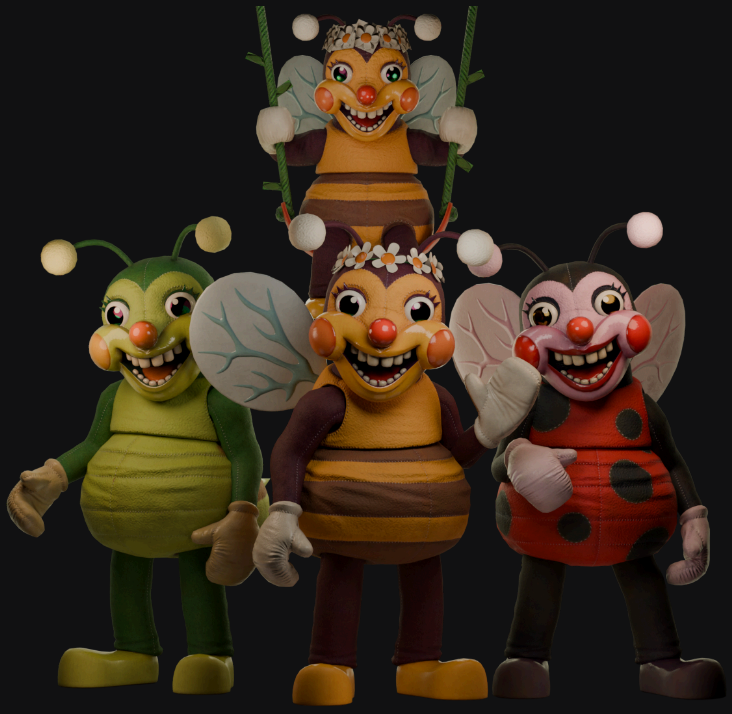


Swing Bee

Swing Bee is a Type C mascot with two alternate variants. Commissioned by Happy Bee Inc. for their product “Swing Bee Honey,” its default appearance is of a short, bright yellow bee with a flower crown. It has a bright red nose and rosy cheeks, light blue wings, and has a big creepy grin. It has mittens for hands, and two yellow shoes to complete its attire. Swing Bee is most commonly seen sitting on a large green and yellow swing, though has a standard suit variant as well.

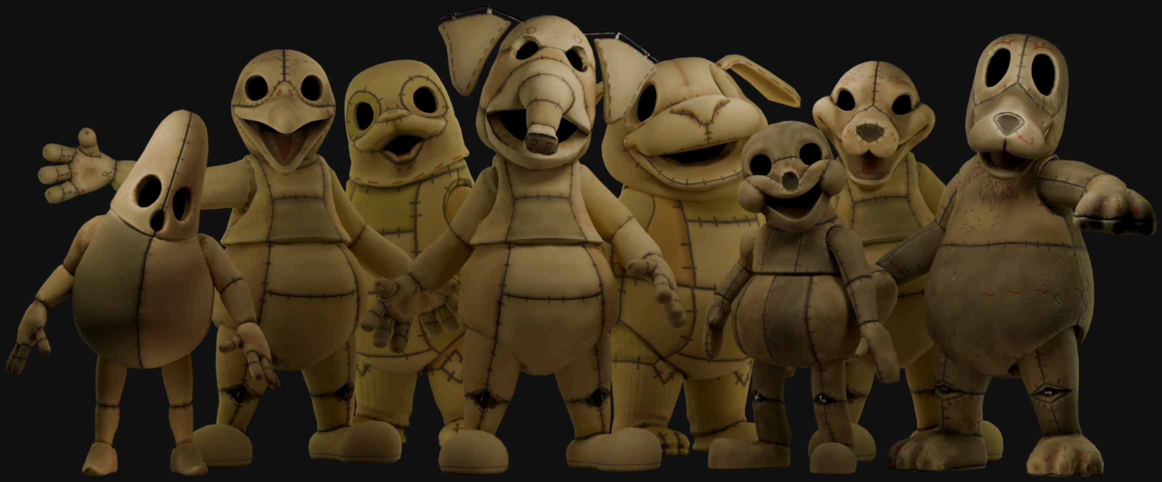
One variation takes inspiration from a ladybug with a bright pink face, and red body with black dots throughout. Its wings are pink, it wears black shoes, and no flower crown.

Its final variation, a Caterpillar, is a mixture of bright and dark green. It has no crown, no wings, and lime shoes.



Foam Mascots

These are the many work-in-progress foam templates for the many MCM Mascot Costumes found throughout the game. Each mascot is a simplified version of its finished counterpart, missing all but its shape. The Mimic is still able to wear these costumes, however, found primarily throughout the MCM Workshops.



The Jugband

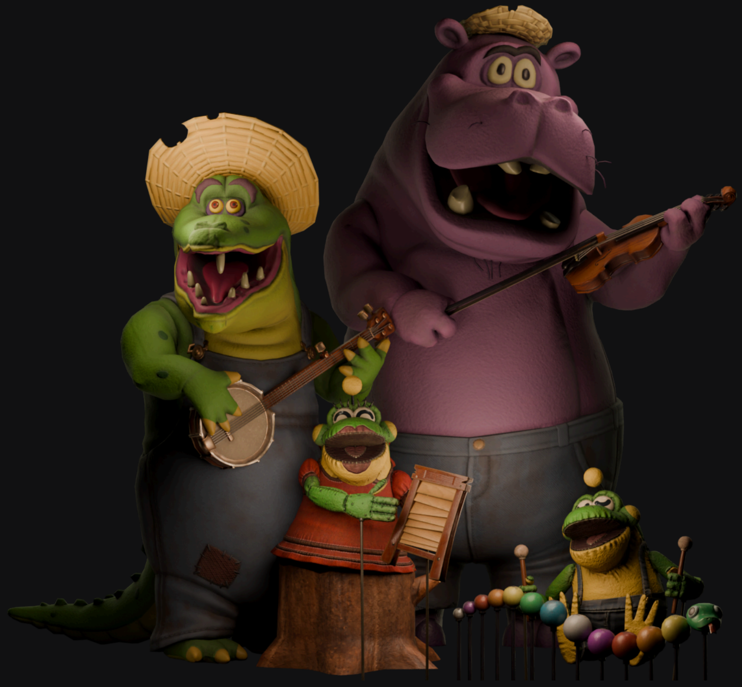
The Jugband, part of the DemoTronic Welcome Show, are a small cast of characters made up of Monty, Mr. Hippo, two Happy Frogs, and a Xylophone Snake.

Jugband Monty, resembling an alligator, wears a large straw hat and blue overalls. He plays banjo as part of the band.

Jugband Hippo is a big purple hippo with a small straw hat, several misshapen and crooked teeth, and plays fiddle for the band. Aside from his blue jean pants, Jugband Hippo is entirely shirtless.

The Happy Frogs are two small frogs puppeteered by rods which stick up from the floor. Both frogs have green skin and a yellow belly, yellow cheeks, and a large yellow antennae which dangles above their head.

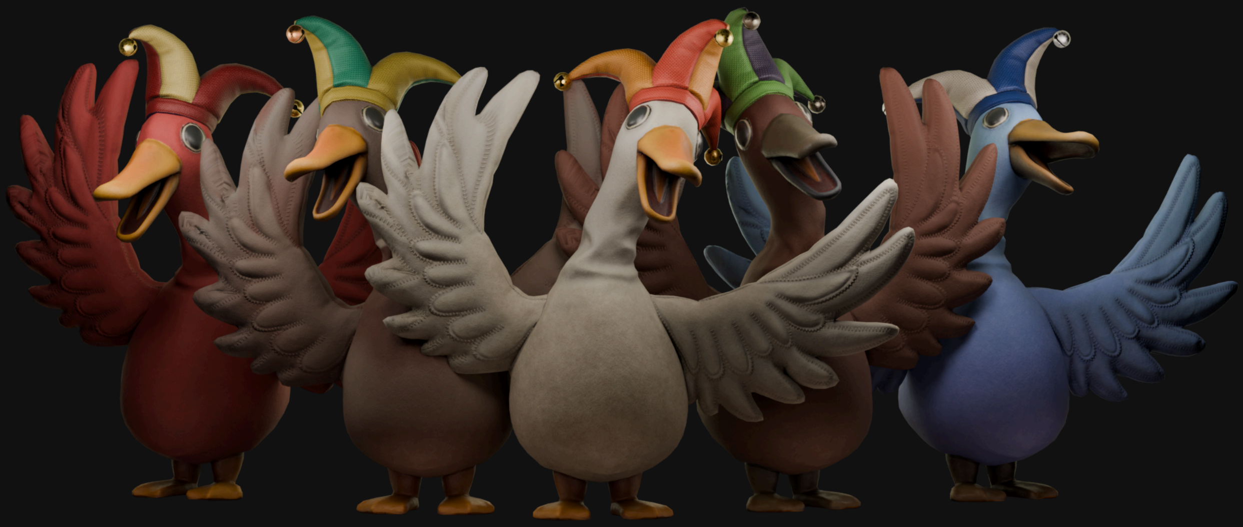
The Girl Frog wears a red dress and plays a washer while sitting on a log. The Boy Frog wears blue overalls with a multi-colored snake which acts as a xylophone.



Juggling Ducks

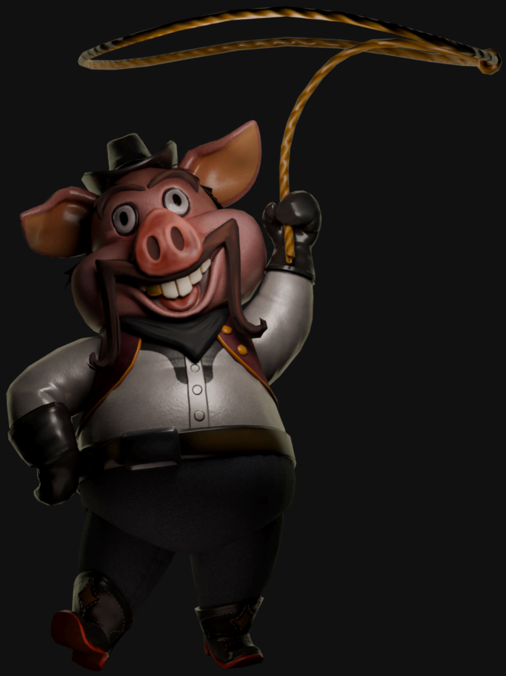
The Juggling Ducks, part of the DemoTronic Welcome Show, are simply just ducks wearing a jesters cap. Its default appearance is whiter with a red-and-yellow cap which ends in three bells, though there remains four other variations.

Two variations are different shades of brown; one wears a blue-and-green hat, while the other wears green-and-yellow. A red variant wears a yellow-and-red hat, and a blue variant wears a blue-and-white hat.



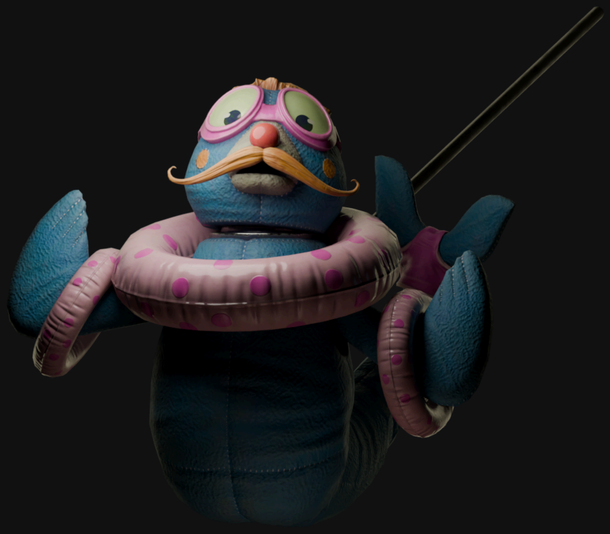
Lasso Pig

Lasso Pig, part of the DemoTronic Welcome Show, is a cowboy themed pig which sits under a podium at the front of the performance area. He has two bushy eyebrows with a full, straight moustache that ends in curls. He wears a black ten gallon cowboy hat, a black bandana around his neck, two black gloves, and black cowboy boots. He has a white undershirt with a red vest and holds a lasso. Finally, he has one gold tooth on the right side of his smile.



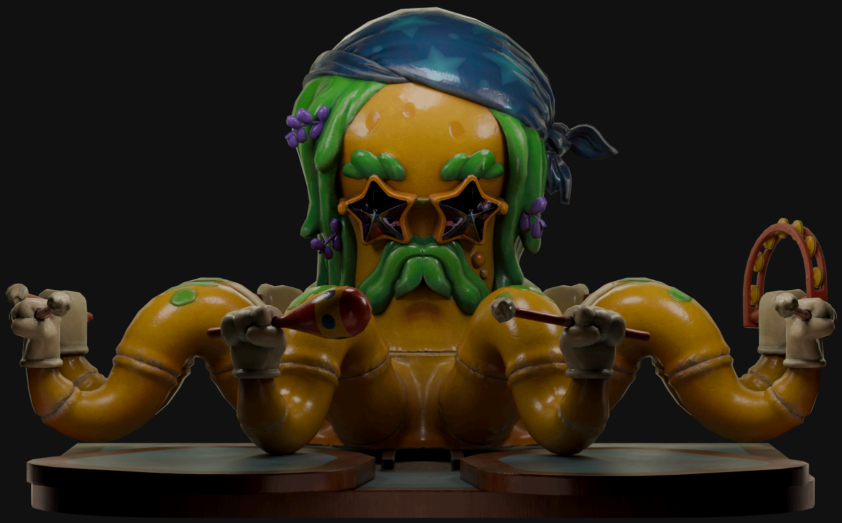
Diving Seal

The Diving Seal, part of the DemoTronic Welcome Show, is a seal which dives off the balcony and into a bucket. It's a small blue seal with a bright yellow moustache, a red nose, and pink swimming goggles. It wears a large pink inflatable pool ring around its neck, and two smaller around its fins. Finally, a pair of pink underwear sit at the edge of its tail.



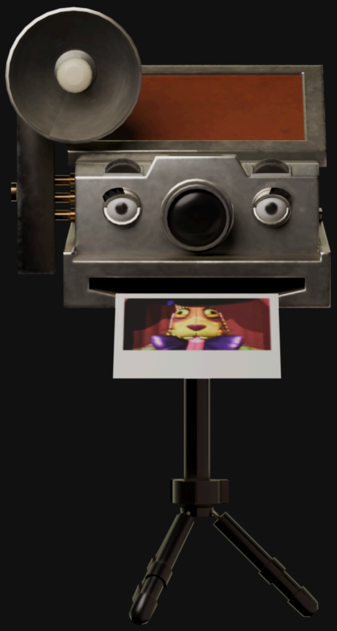
Mr. Rocktopus

Mr. Rocktopus, part of the DemoTronic Welcome Show, is a bright yellow octopus wearing a blue starry bandana. He has long green hair, green eyebrows, mustache, and two orange and blue star sunglasses. Other than his signature drum kit, Mr. Rocktopus plays the maracas and tambourine as well.



Welcome Show Camera

The Welcome Show Camera, part of the DemoTronic Welcome Show, is simply a camera which sits by the large Birthday Puppy animatronic. Within its mouth is a picture of the Birthday Puppy, which it perpetually pushes and retracts from its mouth. Aside from this, it's simply a stylized vintage camera.



Puppet Performers

Created by Fiona for the Stage Manager program, the Puppet Performers are a pirate crew commanded by Captain Cobalt.

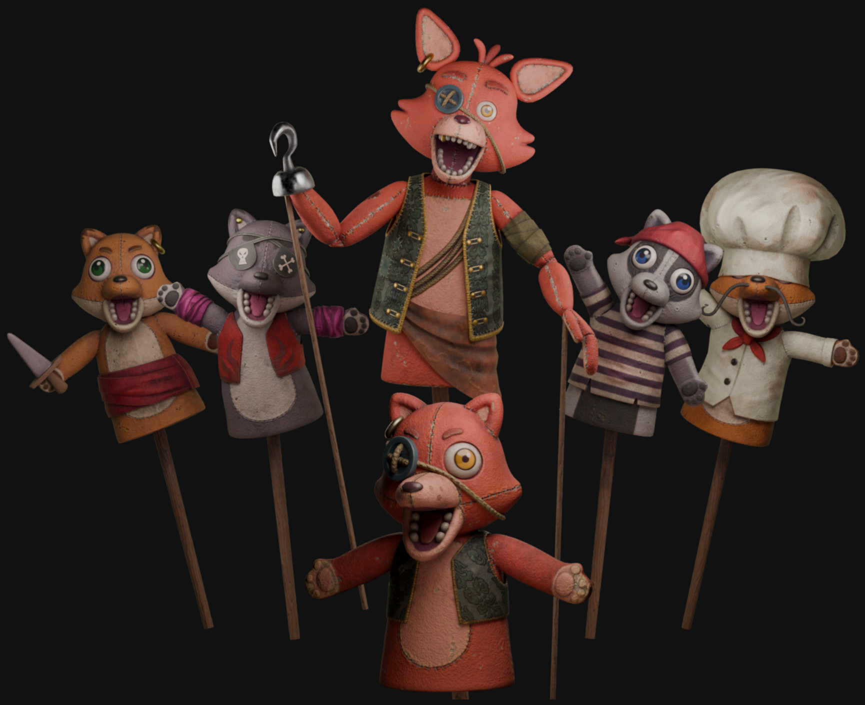
First-Mate Foxy, a bright red fox in a green pirate themed jacket, is controlled by sticks in his arm. Brown robes drape his chest and waist, and a green patch wraps around his left arm. On his right, Foxy wears an eyepatch, a hook, and a gold ring from his right ear. Finally, his right arm has a heart tattoo on it. Aside from its scaled-down appearance, the only noteworthy difference in Foxy’s hand puppet counterpart is its lack of a hook.

Roxy is a small gray wolf with a red vest with flame decals, two pink bandages around her wrist, and an eyepatch over each eye. Black pearl earrings pierce the tips of her ears.

Kit, an orange fox, wears a red sash around his waist. A gold ring pierces his left ear, and he holds a dagger in his right hand.

Bawson the Badger wears a red bandana with holes for her ears, paired with a purple and white striped shirt.

Renard, another fox, wears a chef's jacket and hat which covers his eyes, red bowtie, and has a thin moustache.



PROTOTYPES

Prototype Band

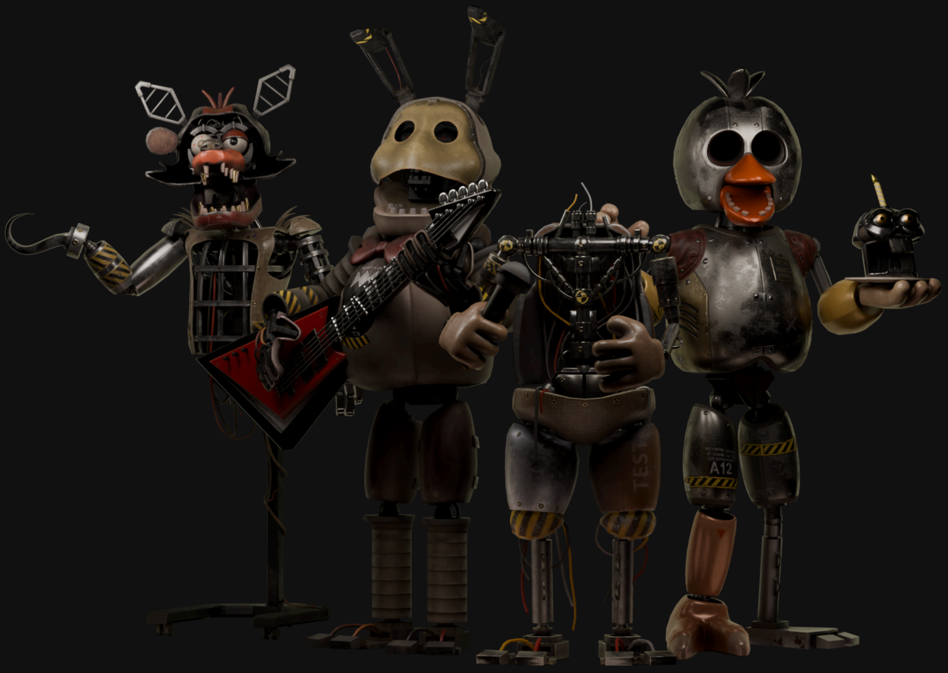
Commissioned by Fazbear Entertainment, Edwin Murray was tasked with creating the first prototypes for the first Freddy Fazbear's Pizza. Although undergoing many complications and several change orders from Henry, the final results are nearly identical to what we see in the first *Five Nights at Freddy's*.

Though missing a majority of his attire, Prototype Freddy Fazbear can be found under the Prototype Pizzeria with his other bandmates. Aside from his missing head, Freddy's chest, arms, and lower legs are exposed. Despite this, he still has his signature microphone.

The creepiest of the animatronic prototypes is Prototype Bonnie. His face lacks any detail, his arms and legs use tubes as opposed to standard arm pieces, and his ears remain exposed. Several pieces are branded with "MCM."

Prototype Chica is the most incomplete, featuring a bright yellow beak, one completed orange leg, and an incomplete Mr. Cupcake in her hand.

Prototype Foxy lacks his entire lower half, propped up by a metal stand. His face, though missing, includes his snout, jaw, and eyes. The only other major flaw is his missing chest piece.



Prototype Springlocks

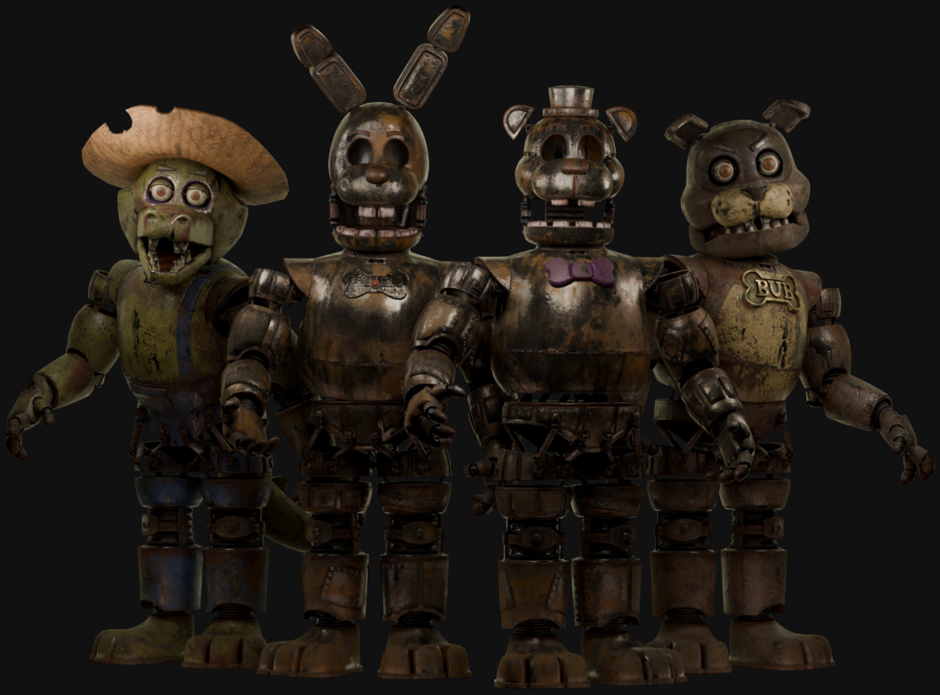
Before choosing Freddy Fazbear, Bonnie, Chica, and Foxy, Fazbear Entertainment had considered expanding the cast of Fredbear's Family Diner to include a few new faces.

Similar to his counterpart at the diner, Prototype Fredbear is a rough depiction of the original Fredbear animatronic. Though covered in rust, a faint yellow coat of pain can be seen throughout the suit on all parts except for its purple bowtie.

Similar to Fredbear in almost every way aside from its black bowtie, the only noteworthy detail of Prototype Spring Bonnie is its rudimentary head shape, similar to Prototype Fredbear.

Purchased from the MCM DemoTronic Welcome Show, Montgomery Gator features a similar design to his Jugband counterpart.

As the only addition to the original Fazbear Band that hadn't been seen before, Springlock Bub pulls her design from a large brown dog. Her snout and chest are tan, and wears a bone-shaped collar which reads "BUB," her name.



FEEDBACK

If you've made it this far into the Guidebook, congrats! We hope this has helped improve your experience and understanding of Five Nights at Freddy's: Secret of the Mimic has improved in some meaningful way as a result of this guidebook. To keep things concise, we've created a Feedback Form to hear from you directly!

This guide was written before the VR Port for Secret of the Mimic released, and we're confident a significant portion of our guide may be outdated as a result of the update. Your help is crucial for us in completing any necessary changes to ensure accuracy is consistent throughout our walkthrough.

Any additional questions, comments, and criticisms are also accepted! This will not only help create a better project, but may also result in bonus chapters we hadn't considered quite yet!

Leave Feedback Here:
https://forms.gle/1ezgCVP8q9o28zgJ6

Upcoming Content Includes:

- Table Of Contents
- In-Depth Mimic AI Breakdown
- All-Platform Controls
- Stylized Text/Audio/Collectibles Pages
- Cut Content
- Custom Page Designs
- (Hopefully) Much More

Thank you!
-Secret of the Marketing-